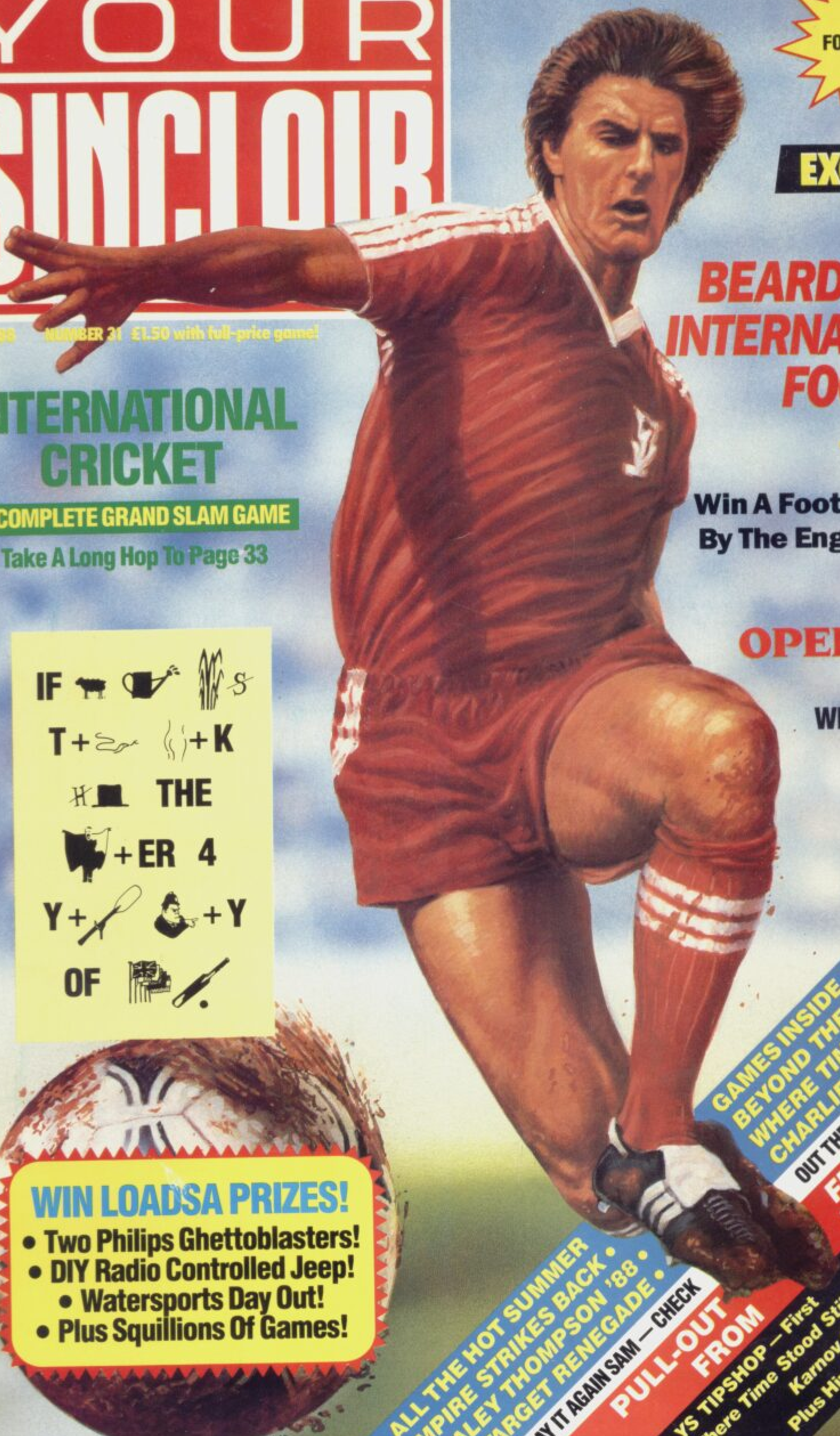
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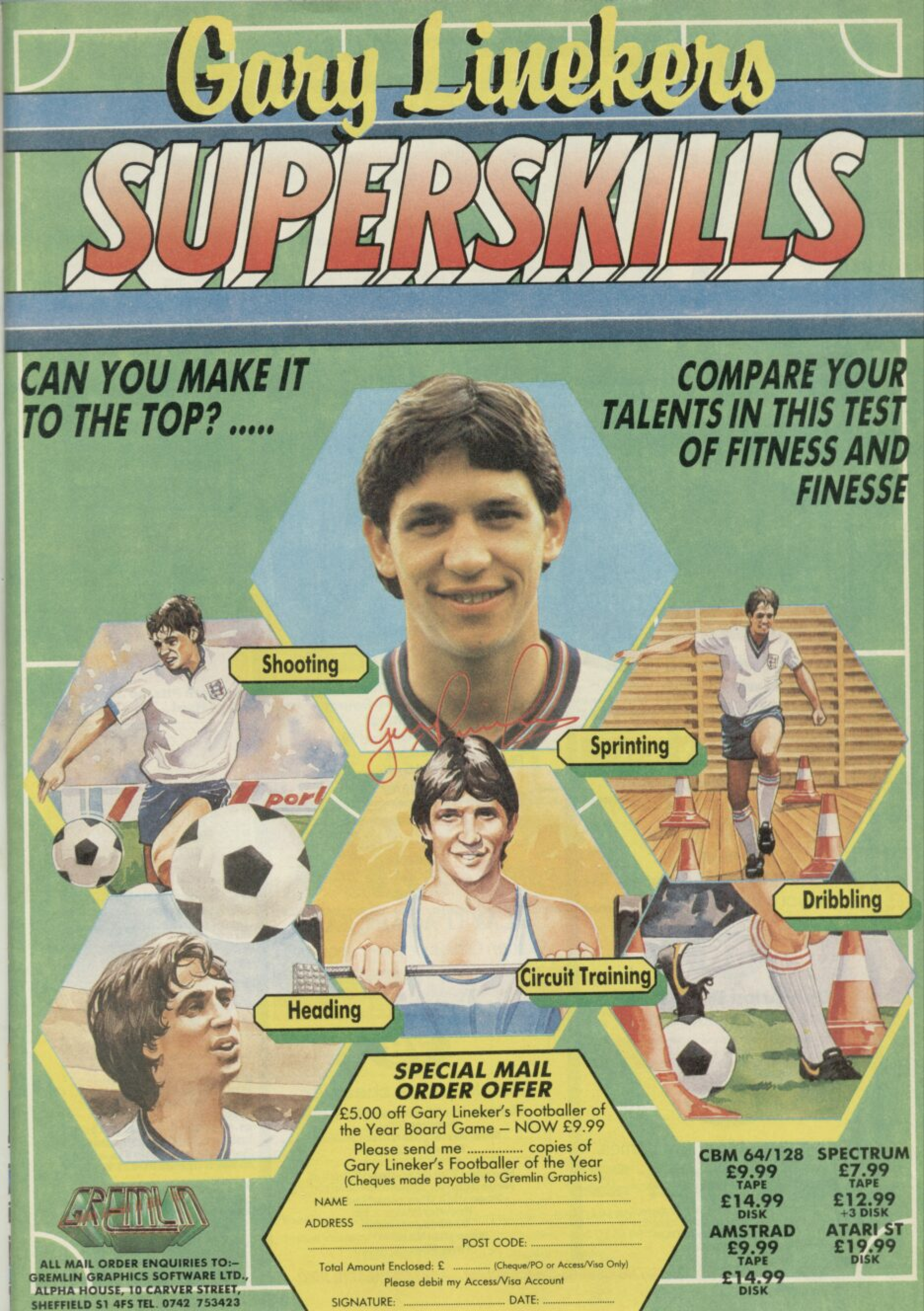
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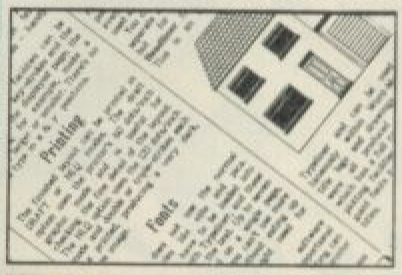
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Yes indeed, ladies and gentlemen, next month sees the first monthly free edition of the super new ***YS* Tips Directory**, the essential partwork which no Spectrum user should be without!!! The ***YS* Tips Directory** builds week by week, (well, okay then, month by month), into *the* complete guide to every game that ever was. It'll contain all the tips, solutions and POKEs that have ever been tipped, solutioned and POKEd . . . In our unbiased opinion, we think you're going to love it. Remember, the ***YS* Tips Directory**, first 32 page part *FREE* with the mega August issue of *YS*. Don't miss it!



Puff! Wheeze!

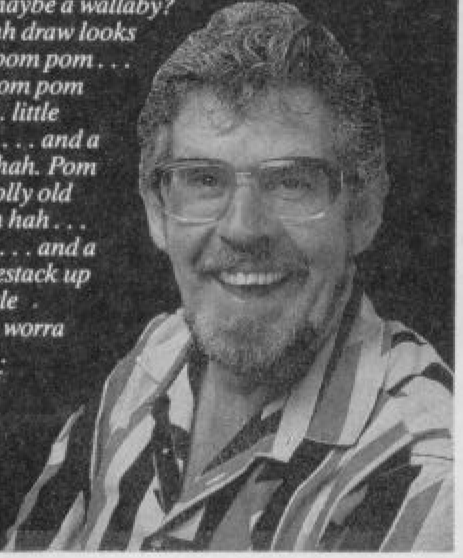
Yes folks, it's all up to you. Join these wacky folks, seen here getting in a bit of the old wheezing practice for Sport Aid '88. And you should be there too, at one of the regional centres on September 11th . . . but if you can't, why not buy the ultra-charitable Code Masters game of the same name, and contribute in that way. Doesn't it bring a warm glow to your wallet?

Trainspotters Through History

An erroneous series in conversation with the World's Greatest Ever Trainspotters

15: Rolf Harris

"Oo-wuh-ee-ah-wuh-ee-ee-wuh-ee-ee-ah . . . G'day . . . ah mean, hah hah, Hello there . . . ah mean ta say, ah wouldn't want ya ta think ah wus Ostrahlian or anything. Hah! Ah mean, it's bin yeers since ah wuz famous in Oz. Roit! Now ta draw a piccy for ya. Wot woodja like? A wallaby? A wallaby? Or maybe a wallaby? Et duzzn't metter anyway, hah hah, cos everythin ah draw looks loik a wallaby. Hah hah. Ere we go . . . pom pom pom pom . . . nya ta ta ta . . . pom pom . . . nyiddly deeeeee . . . pom pom pom . . . pweeep! Pom pom pom . . . nya ta ta ta . . . little wheels down the bottom . . . pom pom piddly pom . . . and a great big, wodya-call-ut? A water tank? Hah hah hah. Pom pom pom . . . nya ta . . . and roun' the back to the jolly old coal truck wheelin' along behind there . . . hah hah hah . . . phweep phweep . . . pom pom . . . tiddly pom pom . . . and a great long, sort of . . . pom pom pom . . . big smokestack up there . . . nya ta ta ta . . . and hah hah there's the little engineer leanin' out of the window . . . hahhah . . . worra dag! Ha hah . . . pom pom pom . . . nearly there . . . just the little . . . pom pom tiddly pom . . . plume of smoke pouring out the top there . . . hah hah . . . and the track underneath . . . hah! And there it is! Can you guess what it is? Yep, it's a wallaby! (music) Sun-a-rise-a-nindy mawnin . . ."





It's a-may-zing, y'know, but we never realised how much US Gold's Tizzy . . . er . . . Richard Tidsall, that is, looked like Charlie Chaplin. Incredible! The forlorn looking 'little fellow' is accompanied on loud sweatshirt by new US Gold fruit, (*Don't you mean assistant! Ed*)Danielle Woodyatt. (Kwar fwar)



Darling Warlings — The Continuing Story

Look at those Darlings, David, Richard, William and John, demonstrating the four player capability of *Professional BMX Simulator* . . . Fun for all the family it seems, but then again we knew that already, dintwe? Like the shades Dave, but like, where's the sun, eh?



Get Re

FRONT

and get seriou

You leave Scotty OUT o'this! *Frontlines* ni
***Neighbours* are s**

Up In The Air With The Junior Birdman

Ooooohhh! No wonder Troubleshootin' Pete looks a bit gween and kweezy . . . he's just been up in the air, in a stunt plane!!! Phil didn't want to go (something about a bone in his leg), Teresa was off sick, Marcus had an appointment with Bananarama, Jackie was doing all the work on the magazine . . . someone had to go up in the air with Activision to advertise its *Gee Bee Air Rally*. Off you go, Pete. (Blllluueerrrrgggghhhh!) Oh dear! Anybody got a mop?



YS Bookshop

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Phil *Twisted Circuits* is a collection of brand new Hi-Tech short stories, eight in all. A varied collection of chillers and thrillers, with a computerised flavour . . . Sinister video games, soft toys with minds of their own, robots who fall in love and other freaky stories for bedtime . . . if you can drag yourself away from the monitor for long enough to open it. Top authors like Nicholas Fisk, John Gordon and Dennis Hamley have teamed together to bring you some really good stories. Don't be put off by the slightly over the top cover. It's got it where it counts . . . inside!



Young Clives, Go Fer It!

Sir Uncle Clive's Z88 looks set to take the US by storm in the not too distant future, as Big C signs a deal to market the Wubber Bizness Compooter over there. Diversified Foods Inc. (ha ha ha ha ha ha ha), have set up a company called Sinclair Systems Inc. to deal with the WBC, as they consider themselves a "quality distributor of consumer goods". So, will we see the Z88 on the supermarket shelves next to the Wheaties and Hershey Bars?

Top Cat

Benny, Benny, Benny! Get those legs woiking. Hey, Choo-choo, you get the cards. Brains, you get the chips. Officer Dibble, you just stand there like a big blue lampost . . . Who's that an impression of? Yes, it's Top Cat (or Boss Cat as the Beeb keep pretending it's called), Hanna Barbera's most famous alleycat. Elite has just secured the rights to do a game of Top Cat, plus the way out Wacky Races, so watch out for further details very soon. *(PS. Quick trivia question. Can you name all the Wacky Racers? It's not as easy as it sounds! Ed)*

Squelch!

Yes, just for you, 20 copies of Gremlin's new smasheroonie, *Blood Brothers*, to be won! Marcus hasn't stopped playing this game since it came in, and neither will you if you can answer this simple question:

How many pints of blood are there in the human body? Is it:

a) 12.

b) 8.

c) The usual, plus one extra pint, 'cos I've got a friend coming round.

Send your answer to, Blood Blood Blood Mother Oh My God Compo, Frontlines, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, making sure you get your entries in by July 31st 1988.

eal,

LINES

ous, Scotty!

nicks off down under to see how the settling in.



Tizers

● The biggest news as far as games players are concerned is that Piranha, the firm that brought you the *Trap Door* games, *Rogue Trooper* and *Yogi Bear*, has ceased trading as a software house. But what will happen to all its proposed titles like *Halo Jones* and *Judge Death*, hmmm? Well our sources tell us that the games *will* actually happen, but another software house will have to get the licences from *2000AD*, and then Piranha's development team will hand over the games it's written. So in the end nobody loses . . . except poor old Piranha, that is.

● The First Computer Olympiad is to be held at the Park Lane Hotel in London on August 9th-15th, 1988. This is to be a regular event, a sort of Olympic Games for computers and programs, where various 'thinking' programs like Chess, Draughts, Bridge, Go, Backgammon, Mah-jong, will slug it out. But it won't just be professional programs. If you have written a thinking board game program, *you* could pit it against the world's best. If you'd like more information on the First Computer Olympiad for your school, company, institute, or just for yourself, contact David Levy, Computer Olympiad, 11 Loudoun Road, London NW8 0LP, or phone 01-624-5551.

● All hell is breaking loose at Virgin these days, with a whole passel (look it up, chester) of new games for you to have. Not least of which is The Gang Of Five's newest opus, *Cluedo Master Detective*, for release some time next year. *Duelmaster*, a title we were expecting very shortly has been put back a bit and won't be out for a while now, but latest news is that it's doing the computer version of the board game *Risk!* One to watch, pipflickers.

● Two of US Gold's American labels have moved to other labels for their UK distribution. Cosmi has teamed up with MicroProse, and Gold regular Datasoft has opted to go with Grand Slam. A US Gold spokesperson says it's not worried by the defections, especially as Cosmi is a budget label and doesn't fit in with its marketing strategy anyway. What about Datasoft, guys, wasn't it quite important?

● Activision tells us that its splendid conversion of *R-Type* is coming on apace and knocks the spots off all its previous conversions. We'll be seeing something of it next issue, so more then. New titles in the offing include *Time Scanner, SDI* and *22000AD*. It's been forecast by a very serious scientist that all life on planet Earth will cease in 22000AD, so the purpose of this game is to re-populate the planet. "A bit like playing god . . ." says Activision spokespeep Amanda Barry. Sounds alright, dunnit?

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.



FREE!

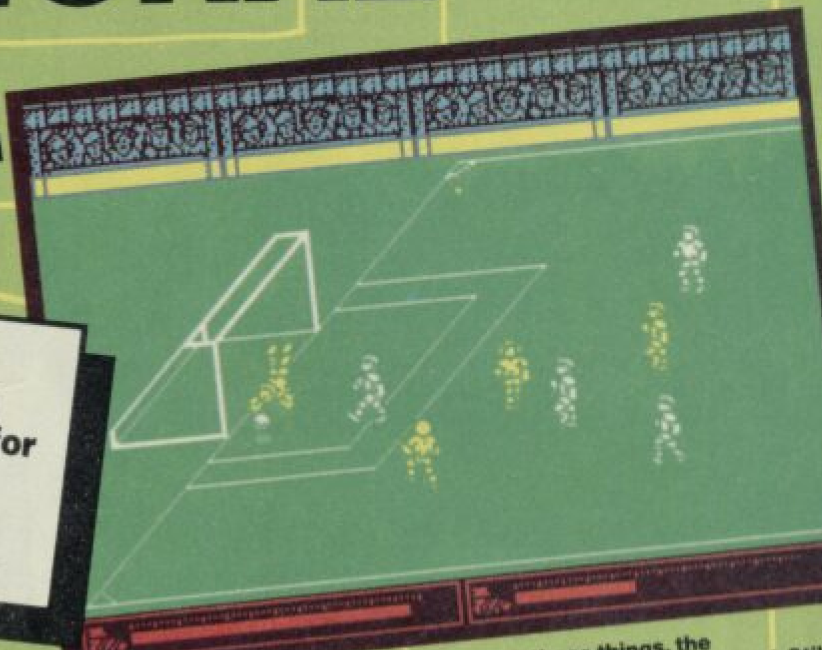
SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to: –

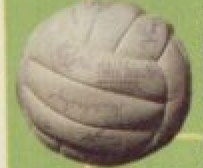
KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

Football's a funny game — a game of two halves, as they say. And with the European Championship in full swing, what better time for Grand Slam to bring out its very own footie game? *Marcus Berkmann* pumps it up and boots it into the back of the net.



Quite an early graphic — as is the way with these things, the programmers write the actual game first and the graphics second. Still, we're promised goalmouth incidents aplenty and the unique opportunity to lose 5-0 to Luxembourg.

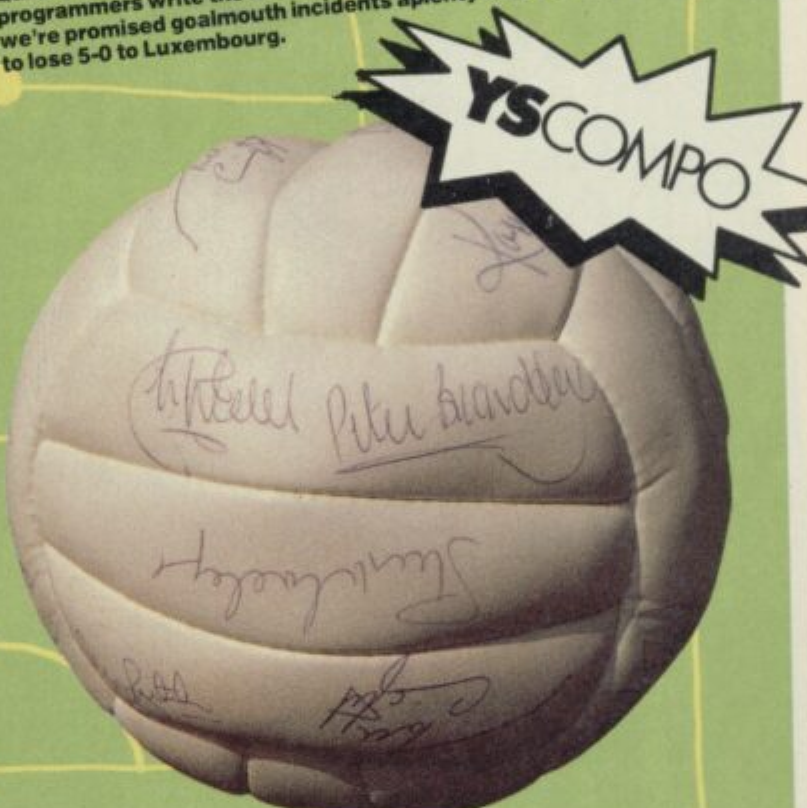


"You'll NE-E-EVER walk a-LONE, WOAAAAAAHHHH." "Two Gary Stevens, there's only two Gary Stevens, two Gary STE-E-E-EVENS, there's only two Gary Stevens." Ah yes, the wit and wisdom of yer average footballing crowd. Who can forget their first brush with a mob of rampaging West Ham hooligans, or worse, the terrorist armies from Leeds United? But you won't see any of the seamier side of football (Ken Bates) in Grand Slam's newest bootsim. 'Cos *Peter Beardsley's International Football* concerns rather more pressing matters — the European Championship, in which England has a brilliant chance of yet again being hopelessly out-classed. And among the beshorted warriors turning out for the old country will be Mr Beardsley himself, demon Liverpool striker and regular goal feeder to Gazza Lineker. Could be fun, unless of course you hate football.

Grand Slam, meanwhile, is putting the finishing touches to the game itself, or rather its usual back four, the lads at Teque are. It's very much in the *Match Day* league, with one player on each side arrowed out when he's closest to the ball, and fairly smooth scrolling from one side of the pitch to the other. In all you have eight Euro teams (you can choose which ones from a fairly substantial selection), arranged into two groups of four. Once you've decided whether you want five, ten, 15 or 20 minutes per half, you bounce straight into competition against your chosen opponents. Teams are seeded, so that the West Germans will provide rather sterner opposition than, say, Iceland (the Sugarcubes notwithstanding).

The completed game should be out to coincide with the Euroboot goalfeast, but in the meantime why not enter our wee Peter Beardsley compo?

Yes, answer this simple teaser (*you rang? Ed*), and you could win a spanky new football signed by every member of the current England team, even Kevin Cox (*Are you sure about this? Ed*). A priceless artefact, which I'd have had myself if there weren't some stupid rule about employees of Dennis Publishing being ineligible to enter the compo. Pah! I resign! I resign! (*Shut up and get on with it. Ed*) So anyway, here's the question:



'Pump up the football.' Win two fab footballs signed by the members of the England football team. Soccer to 'em!

Before Peter Beardsley joined Liverpool and became Britian's most expensive player (£1.9 million! Gordon Bennett), which club did he play for?

a) Tottenham Hotspur
b) Newcastle United
c) Batley & District Social Club

Send your answer on the back of a postcard to Over The Parrot, Sick As The Moon Brian Compo, *YS*, 14 Rathbone Place, London W1P 1DE. And get your entry in by July 31st — or else you'll have about as much chance of winning as I do!

FUTURE SHOCKS

WHERE TIME STOOD STILL

Ocean

We'll be looking at this in a little more detail in the next issue, but after seeing the latest demo for Denton Designs' long awaited explorathon, cries of "Hold the front page" could be heard in Castle Rathbone. I s'pose "Hold page 10" doesn't quite have the same ring, does it? The game's almost completed now, and really we should hope so — 'cos it's now more than 18 months late! Denton clearly like to get things right — and judging by our first hour's noodling around, that's probably just as well. We're talking Major Achievement here.

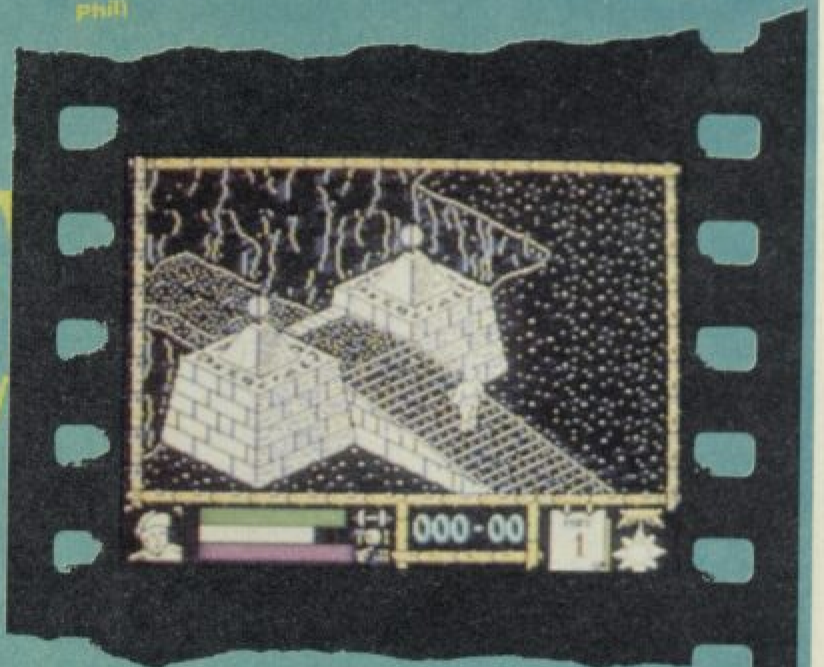
Where Time Stood Still is Denton's follow-up to *The Great Escape*, that worthy 3-D isometric huntaround set in World War II, and stalwart of many a Desert Island Disks poll. Written just for the 128K Speccies, it's just about the first game to put those thousands of ignored bytes to some sort of use. The playing area alone is massive — as you'll see in our exclusive map of the game in Tipshop — and the gameplay seems both complex and, at first glance, very neatly judged.

The scenario's unusual enough in itself. A small plane battles through a storm of ferocious power. Suddenly the pilot loses control. The plane descends, and swiftly crashes into the Himalayan mountains. Miraculously there are four survivors: Jarret, the pilot; Clive, a vastly rich wobblebottom; his daughter, the lovely Gloria; and Dirk, her husband. But this is no ordinary Himalayan peak; it's a bizarre plateau, full of dinosaurs, wacky swamps, bronze age villages and cavemen. And Clive has an important meeting in the morning, so he's in a *real* hurry.

Now these four aren't just yer average monochrome sprites — each of them has a well defined character, and behaves accordingly. You control one of them, but the other three follow you around and talk to you and get in your way and cause trouble and then have the nerve to die on you at the last minute! There's masses more, but it'll all have to wait until next month and our *YS* Players' Guide. Can't wait? Neither can we.



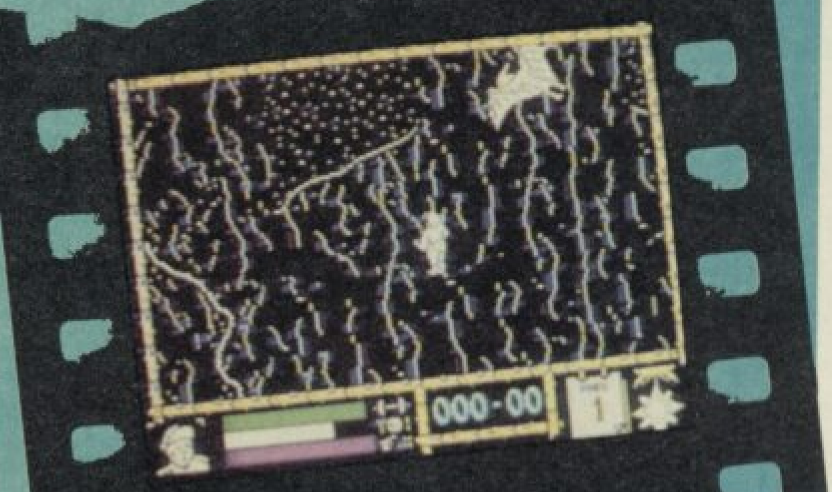
Here, our survivors survey the wreckage of their plane and wonder what the hell they're going to do next. (Lunch anyone? Phil)



Jarret's found this somewhere on the far side of the plateau (everybody else is long since deceased). Some sort of temple, perhaps? Or a mystic diving board?



Dirk's in trouble too — 'cos these cannibals aren't greeting him as a friend, they're greeting him as breakfast. The solution? RUN AWAY!



We find Jarret in an unfortunate situation here — yes, he's popping his clogs, after that pterodactyl up top dropped him over a ravine. Worra charmer!

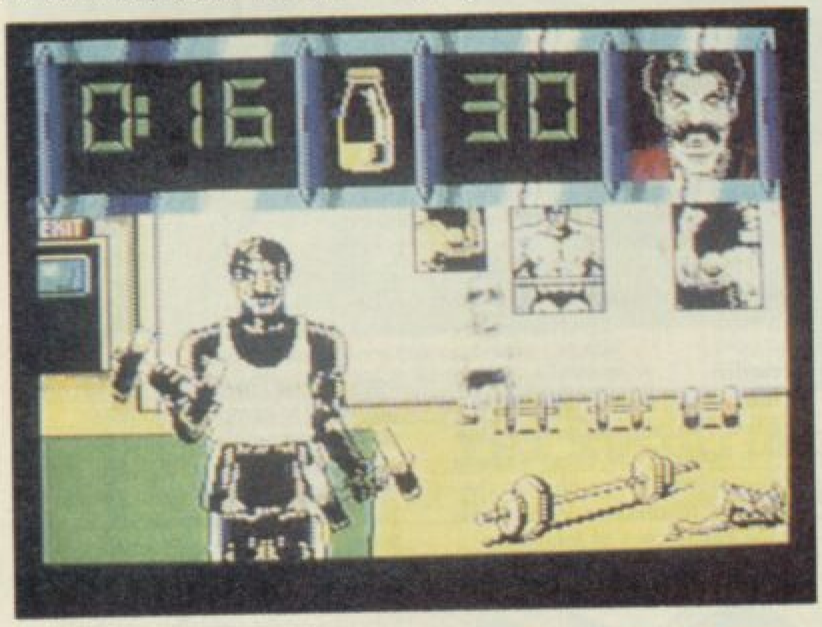
FUTURE SHOCKS

DALEY THOMPSON 88

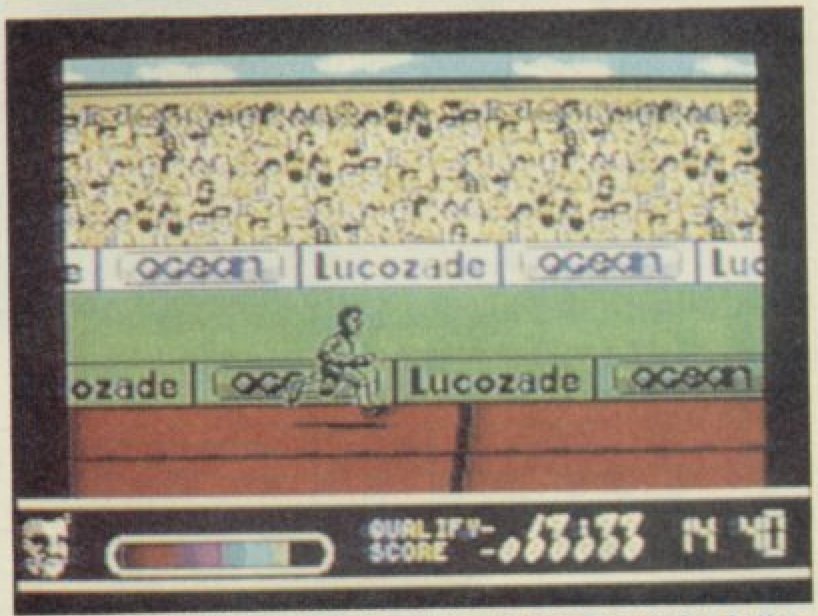
Ocean

We know what you're thinking. "It's that blimmin' *Daley Thompson's Decathlon* again. Been there, done that!" Well, you're wrong, smugface. It's an *all new* game to coincide with the Olympics in Seoul, Korea. Hah ha! It features a lot of new value added items, like a kind of training section and vastly improved graphics. (By the way, the team which Ocean has got making this jumbo joystick waggler is Dave Thompson — no relation! — on coding and William Harbison on graphics.) Not only does the game have a full decathlon of events, but you also have the option of going on the training sessions. These really are optional, but it is advantageous to go on them when you can, 'cos at the end of each session you get your fitness overall, and your performance in the training session, expressed as a percentage fitness. This then becomes useful to you as you compete in the events, giving you better results than you would have expected had you not trained your body.

The events are as you would expect from a sports sim, only this time the team at Ocean have added a few extra touches to improve the interest in playing. You never know quite what is going to happen next. This is one of the ways that the game is truely the state of the art, being more of an interactive computer movie, than just another boring old sports game. *Daley Thompson '88* is going to be massive, we can tell.

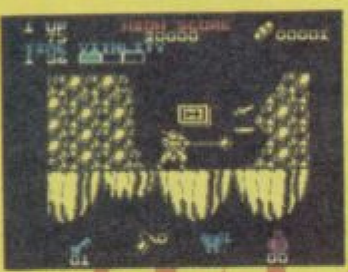


The graphics in the training section are brilliant, with lots of stuff going on in the gym, as well as Daley working out with the weights. As he does each exercise, a tiny bottle of Lucozade fills up! Tee hee!



Having built up his already balloon like muscles, Daley takes to the track in an explosive display of running skills. You'll be exploding too, if you can keep up the joystick waggling long enough to complete the course.

BLACK TIGER



Go!

More spanky Capcom conversions are on the way from Go! and this is just one of them. *Black Tiger's* another in the *Ghosts 'n' Goblins/Bionic Commando* mode, and although it's nowhere near finished, we did have a swift look at an early demo. It looked both playable and faithful to us (in the few seconds we saw it each time before it crashed!), but it shouldn't be in the shops much before July (at the usual damage of £8.99). Nobbad, eh? Rooaaarrr!

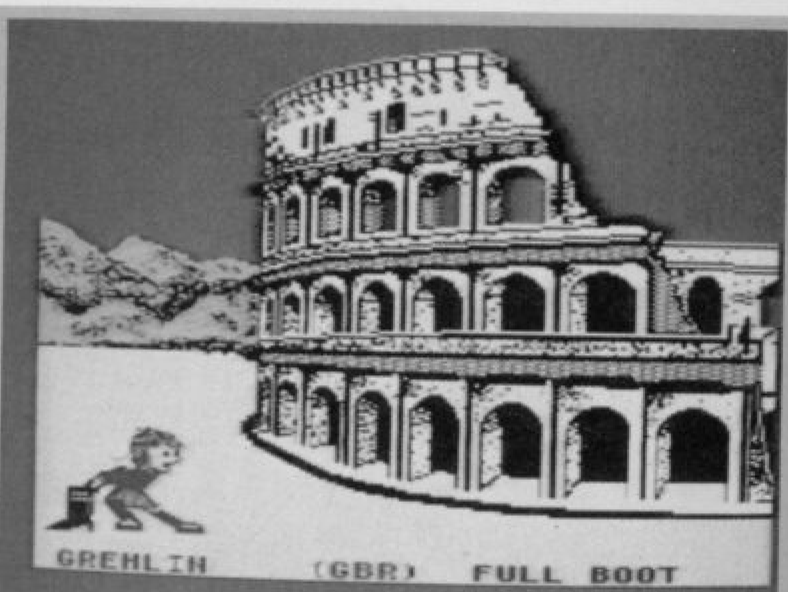
THE EMPIRE STRIKES BACK

Domark

A long, long time ago in a galaxy far, far away . . . You knew it would start like that, dincha? Anyway, here's Domark's second conversion of Atari's boffo arcade games based on those films, and from the demo we've seen it looks even smoother and faster than *Star Wars*. If you played that little number — or you saw this in the arcades all those years ago — you'll recognise the vector graphics approach and all those green walkers, the AT-ATs and the AT-STs (no relation). The animation of the asteroid storm is particularly marvy. Domark has a company called Vektor Graphics working on it (hmmm, wonder what their speciality is?) and July is the likeliest release date, we hear. The damage? £9.95.



FUTURE SHOCKS





Alternative WORLD GAMES

Gremlin

The big question: are we talking about World Games that are Alternative (a bit like Alternative Comedy, — not very funny), or Games from an Alternative World, like Sirius the dog star? We're not entirely sure ourselves, but as players are guided throughout this game by a parrot, perhaps it would be better to leave it there. For here we are in Wacky Mode. Each game takes place in a different location, each one chosen for its complete suitability. Which means sack-racing in Naples, boot-throwing at the Colosseum and of course pole-climbing in Verona (no doubt with two gentlemen, hem hem). Clearly minty, as the bear on Fox's glacier mints would say, and who can disagree? Alternative World Games is from Gremlin, and will cost £7.99 on cassette, £14.99 on disk.

FOOTBALL DIRECTOR II

D&H

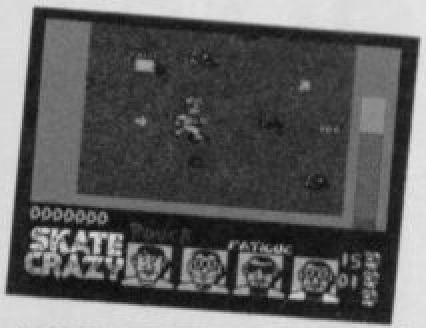
Footie sim fans are an odd bunch, let's face it. A breed apart, you might say. Who else would put up with *Football Director*, a game which not only had no graphics at all, but was written in Basic as well? Ah, but as enthusiasts of the game will tell you, there's no better footie sim on the market. And just in case you were beginning to get the hang of it, and you can get into Division Two within an afternoon, here's the follow-up. More features, more things to worry about, players with even odder names than 'Edlin', and (drumroll), graphics! But luckily for true FD fans, the graphics don't move or anything — they're purely decorative. To fit it all in (and this time around, funsters, we're talking machine code), *FDII* will be available for 128 machines only — it takes up a whopping 170K of memory. But it looks well hard to us, so if you found the original tricky, expect the odd sleepless week on this one. Available at first on mail order only (at £19.99), but D&H hopes to get it into the shops before Chrimble!



SKATE CRAZY

Gremlin

Whale, whale, whale, what have we here then? A rather haddock little number called *Skate Crazy* it seems. Looks a mite fishy though, 'cos the only things amphibious in this game are the empty cans of John West tuna in the disused multistorey car park, where Freddy and friends are gathered to compete in a roller skating competition. Taking the part of Freddy, a rather cool, hip dude, complete with shades and baseball cap, you must skate your way through four courses of increasing difficulty, impressing the judges with your slick skating skills. Piece of fishcake really, until you smash into a tastefully strewn traffic cone or artfully placed box! S'not easy being a Mark Curry on concrete y'know. *Skate Crazy*, courtesy of Gremlin, will be in the shops soon and'll cost you £7.99.



NEXT MONTH . . .

. . . as we bask under the warm summer skies (ha!), we'll be looking forward to *Ringwars* and *19* from Cascade, *Stalingrad* from CCS, *Live And Let Die* from Domark, *Streetsports Soccer* and *Impossible Mission* from Epyx, *Pink Panther* from Gremlin (whezzit, guys?), Hewson's *Marauder*, *Troll* from Outlaw and Softek's conversion of *Alien Syndrome*. Sound good, don't they? Watch out for these and more in future issues of the gag mag that never flags, lags, sags, nags, buys Jags or even cleans up the dog's dags. Or something like that.

Letters

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



BEST FOOT FIRST

I've worn out six pairs of shoes walking round *every* computer shop within 20 miles — and not one, NOT ONE so-called computer shop stocks or is able to order a normal run-of-the-mill 128 Spectrum!! Not the crummy +2 with the crap tape recorder or the +3, which is miles too expensive, just the normal Spectrum + keyboard, key port in the front, mix and ear sockets in the side, heat sink on the right hand side 128 Spectrum!!!! Aaaaarrrrgghh!

'Ah yes,' I hear you mumble, 'but the 128K Spectrum is no longer made and is therefore an endangered species'.

I KNOW!

But surely someone stocks these little treasures! Perhaps if I wrote to Sinclair Research or Amstrad (?), they might know. Do *you* know, Ed? If so, please put me out of my misery.

Michael Taylor
(gibber gibber)
Ely, Cambs

PS Okay, so it wasn't *quite* six pairs of shoes and perhaps 20 miles is a *tiny* exaggeration!

I'm afraid that you can no longer buy a 128K new in the shops as it has been superceded by the Spectrum +2. Your best bet is to scour the pages of Input Output where you should find loads of Speccy 128's for sale. And they're cheaper than a new one so you'll be able to buy a new pair of shoes too! Hope that's of some help. **Ed**

DON'T FOLLOW THE BEAR

Have you noticed how in the latest ish of a certain other Speccy magazine *(Teddy Bear User? Ed)*, yes that's the one, that every full price game is given either 8, 9 or 10 points? Surely they all can't be that good! How are games rated? Maybe there should be a universal system adopted. What do you think?

Terence Russoff
London N19

Naturally I can't speak on behalf of any other magazine but ratings are personal to both particular reviewers and magazines. As far as Your Sinclair is concerned there's a guide to the scoring system we use at the beginning of Screenshots to help you. Generally though, any game that we consider to be particularly outstanding gets a nine or Megagame rating. We don't give ten as a rule because you never know whether a better game will come along in the future. As for the other magazines, maybe they are more easily pleased than us or perhaps an 8 or a 9 from them is the same as a 7 from us. What you can rest assured of is we NEVER review unfinished products. **Ed**

TAKING THE MICHAEL

You don't care do you?

I worked for seconds writing that letter you published in the Feb '88 ish, but what reward do I get? NOWT!

Well, I have several things to say in response to the Astra Cavalier attitude you show to your readers: I HATE YOU ALL, YOU BUNCH OF NEO-FASCIST LEFTY YOBBOES!

I have also drawn up a four-point plan of revenge.

1. Buy all unsold copies of *Crash*, *Sinclair User* etc, to make your sales figures look crap.
2. Force-feed Phil South until he reaches critical mass, implodes and turns into a black hole, which with any luck you will all disappear down.
3. Ring up all the double glazing firms in Great Britain and give them your names and addresses.
4. Tell Anneka Rice that there's a clue hidden in your filing cabinet.

Well, I can see that none of this is having the slightest effect as you've all nipped off to the pub while I was writing (sniff). You don't care, nobody cares (sob). You all hate me. I bet you're all wishing I'd get run over by a bus (snort). Well I won't. I'm gonna put my head in this balaclava and turn on the shower unless you send me a badge!

Michael Brocklehurst
Carterknowle, Sheffield

I don't think we show an Astra Cavalier attitude to our readers — more a Reliant Robin one. And to prove it I've printed your letter and I'm even going to send you a badge. By the way how did you know there was a clue hidden in my filing cabinet? **Ed**

CRASHING BORE

I recently wrote to *Crash* telling them how dull they were compared to YS. But for some reason they didn't print my letter. At least I can rely on you to print it, can't I?

Neil Barrett
Romford, Essex

IT!

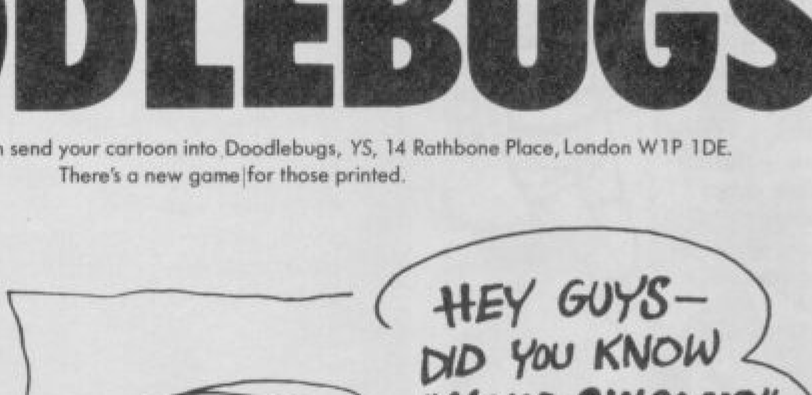
We never let you down! **Ed**

DOODLEBUGS

Doodle away and have oodles of fun. Then send your cartoon into Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. There's a new game for those printed.



Yes, a brace of cartoons this month. This delicious doodlebug is from Kay Powell (of Trainspotter fame) who writes, "If you really have bad taste, you might even print it in your crummy, I mean scrummy magazine." Haw haw!



Here's another d-d-d-doodle from crazy Mats Sjöblom, from Hägersten in Hurdieholand. Very droll, Mats.

Letters

MORE HOVER BOVER

It has come to my notice that the 'Advanced Lawn Mower Simulation' which gained megagame status in April, is in fact *my* game. After seeing an advertisement in *Gardener's Monthly* for new programmers to join an in-house team with the new software label Greensoft, I immediately sent off the game I had just completed, called Qualcast Rota-Mo. I sent it to them in January and was still awaiting a reply when I saw the game under a new name in YS. The review fitted the game exactly and the screenshot is the same. I urge readers not to buy this game as they have ripped me off.

W L Griffiths
Ford, Shrewsbury

Oh dear! What can I say? I don't think any of our readers will be buying this game, so you've no need to worry. As a man with green fingers you should understand me when I say 'Go forth and propegate', oh and don't forget your YS badge. **Ed**

LETSBY AVENUE

Happy birthday to you, happy birthday to you. One year ago you printed my letter in your worthy journal. My superintendent saw the letter and summoned me to his office. "Morning Super." "Morning Wonderful" (Oo-er).
The greetings over, he then informed me that when I got my *Your Sinclair* badge I should wear it with pride. A year later I am still awaiting the gong to arrive. I met young Mark Salmon (YS's Ad Manager) at the PCW Show last year and he made wild and false promises that he would get the badge to me. You might remind him that we know his car and where he lives.

Please, please send me the badge so that once again I may hold my head up in the hallowed mansions of the Metropolitan Police Computer Club and fight off the sneers of those wayward members of my club who have walked the left hand and purchased C 64s, which I believe are some form of early computer.

Barry Hayes PC
Spectrum Editor
Met Police Computer Club Magazine

Do you really know Mark's car and where he lives? 'Cos if you do you've got no hope of ever receiving a badge — it'd be much more fun seeing Mark's car being towed away. But since I'm not a sadistic kind of person and because our neat little badges look very snazzy with a police uniform I'm sending you one. Not only that, you're also the lucky winner of three games for being the Star Letter. **Ed**
PS Would you mind removing the handcuffs now?





TRAINSPOTTER AWARD

THE PRICE IS WRONG!

On page 70 of issue 26 there's an advert for *Blood Valley*, saying that it costs £9.99 on the Spectrum. In the same issue on page 11, you say it costs £7.99. If two quid is so unimportant, please send that amount to me at once, or of course a Trainspotter Award!

Kay Powell
Modbury, S Devon

Since I can't afford £2 (that's half my wages), I'm sending you a Trainspotter Award. Well spotted. Marcus won't do it again or I'll deduct £2 from his wages which means he'll owe me a quid! **Ed**

WORRALLOAD OF...

The other day I was reading through a fanzine report in *Crash* (I repent! I repent!). At the end of it the address to a fanzine called *EPROM* was printed. It was in Preston and cheques had to be made payable to a T Worrall!

In the April ish of YS in the Joystick Jugglers dept you said that your Tony Worrall lived in Preston!

Coincidence?

Or is this the same T Worrall? Is he friendly with the staff of other mags? Is he earning money on the side? And is he betraying YS?

And finally, does this make me an informer? If so, I want a badge.

Gerard Tyrrell
Tuam, Co Galway

There's no pulling the wool over your eyes is there? It is indeed the same Tony Worrall — if you'd read the mag properly you'd already know that you berk. And no, he doesn't earn any money on the side and he better not be betraying YS or he'll never walk, sorry work, again. **Ed**

PRAISE BE

You probably won't print this letter as I'm not writing about anything controversial. I'm writing in praise. Praise of a software company that's doing something for the public, in my view: the king of the budget shelves, Mastertronic. It is re-releasing loads of games namely, *Dan Dare, Knucklebusters, Exploding Fist, Knight Lore, Alien 8* and so on. I've all these games and more. I recently bought a +2 and had looked around for *Knight Lore* for many centuries (well, weeks). Then one day I glanced at the budget shelves and saw it — I nearly died. So please print this as the Star Letter — the one thing wrong with the mag is the letters going on about nothing to do with computers or games. I hope this will become the Star Letter, or will it be some pervie going 'slaver bonk' talking about whips and thighs?

Gavyn Lewis
Stourbridge, W Midlands

I'm glad you're well satisfied with the amount of re-releases around at the moment. But always remember, it's only possible because they were full price products in the first place. And I'm afraid your comment about all the letters being about nothing to do with computer games is perfectly true. I mean, have you seen the one from Gavyn Lewis?!! **Ed**

FRY EM UP

I am just writing to ask you why nobody likes Em, because everybody wants to shoot em up, beat em up, kick em in, blow em up, slash em up or slice em up.

I think she's quite nice.

Stephen Fry
Sheffield

All those people shooting em, kicking em and beating em are probably just showing their affection. Either that or they hate em's guts. **Ed**

RED HERRING

I am not best pleased with your magazine. When the nice people stick YS in my bowl, the ink runs and I only get time to read half of your letters page.

George The Goldfish
Faringdon, Oxon

Well here's a little tip for all you aquatic creatures out there. Before immersing your pristine copy of YS in water please cover the pages in sticky back plastic (get an adult to help you). You'll then be able to read in comfort without all the ink running. Hope that helps, George. **Ed**

TRAINED KILLER

When I bought YS I decided to read *On The Warpath* (yawn!), and I saw that a certain Mark Rodgers thought war wasn't a good thing. Wow, what a hippy! I, Captain Commie Killer, have decided that too many people are CND hippies. So I have decided to write a small article on being violent and here it is:
How To Blow Up A Trainspotter by Captain Commie Killer.
1) Take a grenade.
2) Pull out the pin (small children may need an adult to do this for them).
3) Drop the grenade in the Trainspotter's Pan-Am bag.
4) Run.
And there you have it. This series may continue in a future issue.

Capt Commie Killer
Spalding, Lancs.

Or then again it may not. **Ed**

CLOT

Okay you mob — I've got a bone to pick with you. Now, I came down to London to see the sights, yet when I got to your hideout no-one would answer the door! Okay, who's that upstairs? Was he playing *Football Director*?

Peter Wharton
Carlisle, Cumbria



I hope it's the funny bone 'cos you're going to feel a real plonker when you realise what you've done. The building in the picture happens to be some posey advertising agency, not Castle Rathbone which is next door! Still, I expect it's not easy spending your life as a milk crate! **Ed**

Letters

WHAM BAM!

Hey T'zer, you've got a sex symbol in the office! Is this person off his trolley, you're probably thinking, but no, with a little assistance from moi, Phil could look like that Greek god, George Michael. Yes really — a touch of stubble, a new haircut and a designer jacket, and Bob's your uncle. And to prove my point I have enclosed a pic.
Steve Jackson
Stanmore, Middlesex



Blimey! He really is a dead ringer for podgy George babes. Only trouble is he can sing — Phil that is! **Ed**

SMALL PRINT

Anyone who gets a letter printed in *Your Sinclair* must be a complete fool.
Robert Wilkins
Llangunnor, Carmarthen
You said it! **Ed**

Can you pose nude on next month's cover? (Drool, drool, drool...)
Scott McGlashan
King's Park, Glasgow
I most certainly can't! **Ed**

How did you manage to de-activate the letter bomb?
Tim Jones
Gwynedd, Anglesey
Any idiot could have de-activated that primitive contraption. All I did was... KABOOOM! **Ed**

Why doesn't the man in the Trainspotter piccy wear a straitjacket?
Keith "Clouseau" Park
Woodside, Aberdeen
Why doesn't Mickey Mouse wear a straightjacket? What a stupid question! **Ed**

Why do you say fnar fnar?
Paul Hirschfield
Cottingham, N Humberside
Same reason we say oo-er! **Ed**

LORRA LORRA LAFFS

You thought that Janne Harju's joke in the April issue was not funny? You're wrong! I laughed my head off! OUCH!
Sami Vuokila
Tornio, Finland
PS Instead of badge you could send me glue or something.

Funny you should say that, but Janne's little rib-tickler made Phil split his sides laughing. You can imagine what a mess that was! We used a whole roll of sellotape putting him back together again. Anyway here's a joke: What's white and blue and swings through the jungle? A fridge with a denim jacket on! Well, I didn't say it was funny! **Ed**

WELL REALLY!!!!



VIXEN VICE

I'm sorry to write to you about the May issue, but I really must protest at the front cover and poster inside. When I went into the newsagents to buy my copy I found the magazine on the top shelf, (where those *other* mags are kept). I'm thirty and was extremely embarrassed by the front cover and having to show it to the newsagent to explain it was a computer mag. My wife was with me at the time and was not too pleased with the looks we were getting from the other customers. If this is the kind of sexist advertising you are going to dish out on the cover you can count me out. When will you magazines learn that the average age group of your readers is 14-18? But it's what they want I hear you cry! But do they?

Sorry about being annoyed, but if you don't get letters like this you'll continue to publish such drivel! I do hope you'll listen to your readers as up to now it's been a good mag — don't turn it into another *Camera Weekly*. Hope to see a reply in the next issue — some hope!
Yours in disgust,
Allan Phillips
Camden, London

Your hopes have been fulfilled 'cos here's your answer. I am sorry you were offended by the Vixen cover. I personally don't see what all the fuss is about. Nobody writes in to complain when there is a butch, muscly He-Man stereotype on the cover which could be accused of being equally sexist! I have certainly no intentions of turning YS into another Camera Weekly *— I think you've missed the point why that picture was used in the first place. Vixen the game features a woman in a prehistoric setting, much like* Jane of Tarzan *fame or the* Wild Women Of Wonga. *The image used on both YS's cover and Martech's packaging merely reflects the game.*

I agree that this type of image should only be used in the right context — I do object to the gratuitous use of adorned female bodies to promote products. In this case I think the image is neither offensive or gratuitous. **Ed**

PERV PICS?

Look here, this has got to stop! It's getting beyond a joke when my local newsagent won't sell me a copy of YS. First I went in there and couldn't find my beloved magazine. Then, after some searching and neck straining I spotted it nestling in between the girly mags. Now I'm not saying I'm short, but reaching up to the top shelf can be a little embarrassing when you're only 4'9" (ahem).

After asking someone to get it for me, I went to the cash desk whereupon I had some pretty hard explaining to do before I was allowed to buy it. In a nutshell — the May issue of *Your Sinclair* was disgusting!!!!
AS Dungball
Sheperton, Middlesex

Oh dear! It seems your main problem wasn't with the cover but more with your height. Remember, all the best things come in small packages. I'd be interested to hear what other readers have to say on the subject of covers — not only relating to the so called 'sexist' ones, but to the use of violence too! **Ed**

DESERT ISLAND DISKS

The Chart

And now, the end is near, as this column faces its final curtain. But before Desert Island Disks is bundled up in brown wrapping paper and locked away for ever, I thought I'd compile the very last D.I.D. chart, chronicling all the games that you voted your all-time faves. And worra fascinating chart! Take a butchers . . .

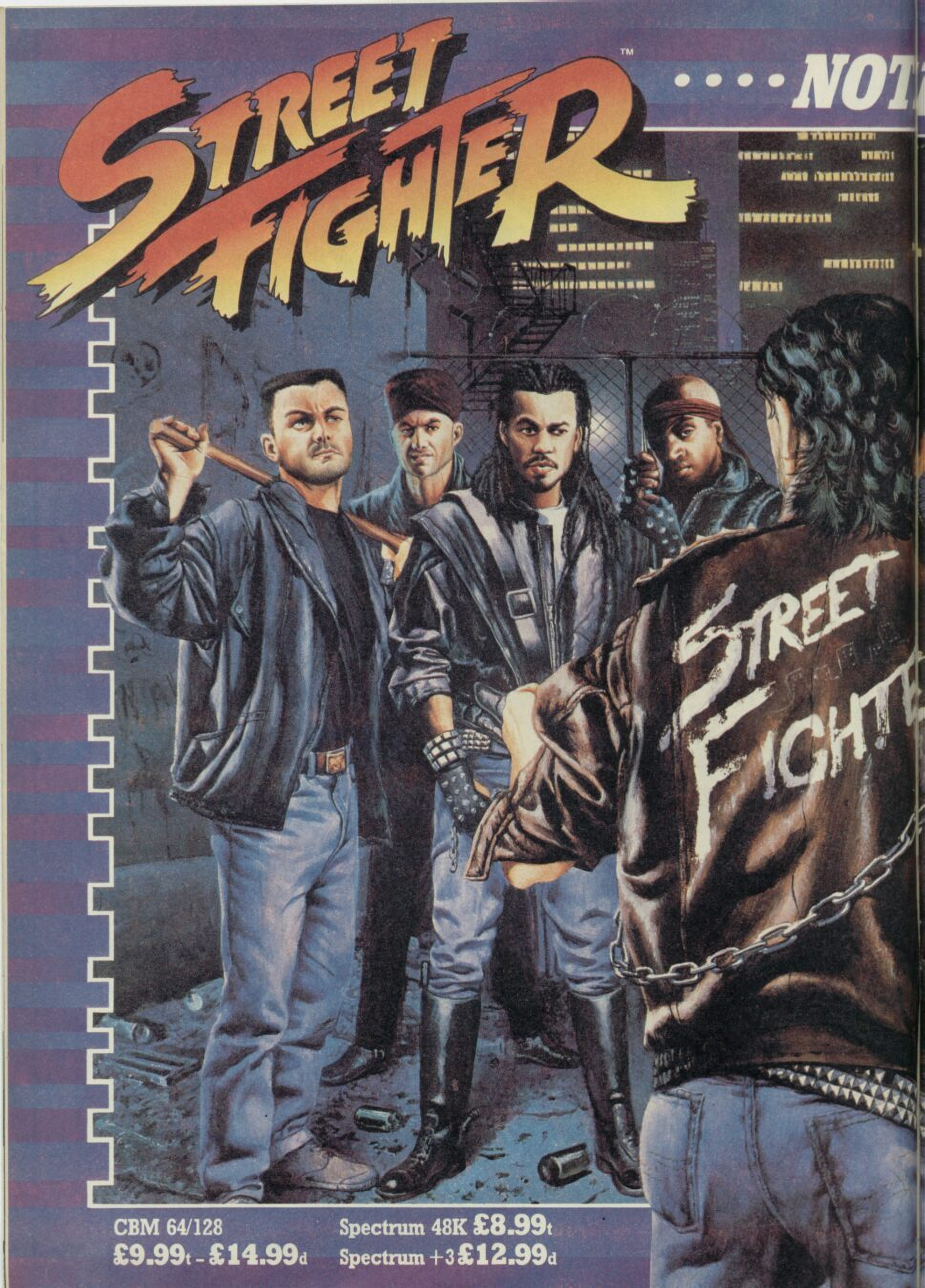
1. ***Gauntlet***/US Gold
2. ***Head Over Heels***/Ocean
3. ***Paperboy***/Elite
4. ***Cobra***/Ocean
5. ***Enduro Racer***/Activision
6. ***Match Day***/Ocean
7. ***Renegade***/Imagine
8. ***The Great Escape***/Ocean
9. ***Leader Board***/US Gold
10. ***Uridium***/Hewson
11. ***Batty***/YS-Elite
12. ***Starglider***/Rainbird
13. ***Elite***/Firebird
14. ***Commando***/Elite
15. ***Bombjack***/Elite
16. ***Barbarian***/Palace
17. ***Green Beret***/Ocean
18. ***Jack The Nipper***/Gremlin
19. ***Auf Wiedersehen Monty***/ Gremlin
20. ***Arkanoid***/Imagine

A fairly staggering 392 games were chosen in all, with an even more remarkable FOUR votes for *EastEnders*, and TWO for *World Cup Carnival*. Well of course. *Gauntlet*, by the way, won by a canter, 65% ahead of the number two horse, *Head Over Heels* (whinny). The Jon Ritman game was in fact the highest new entry in the chart since we last compiled it, and other newcomers in the top ten were *Renegade* and *Leader Board*. Of the others, only *Enduro Racer* improved its place (from 10th), while *Paperboy* and *Match Day* stayed the same. The others all fell. Lower down, *Batty* was a late runner — obviously the cover-mounted game of all time, to judge by your vote of approval. And *Jack The Nipper* also did well in the final straight. Just out of the 20, *Out Run*, *Turbo Esprit* and the original *Fist* shone. Top cheapie was *180°*, followed by *Feud* and *BMX Simulator*. Good stuff, eh? And next month we'll be telling you what's appearing in this space from now on, yes indoody . . .

Marcus Berkmann



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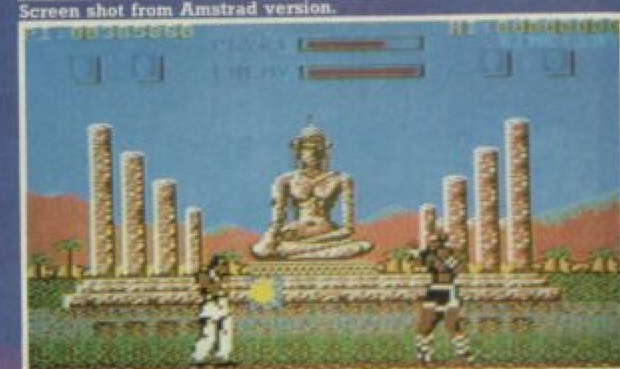




Screen shot from Spectrum version.



Screen shot from Amstrad version.


Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.

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Kevin Toms
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HINTS 'N' TIPS

YS TIPSHOP



In this month's exciting episode, Phil Snout turns himself into a bowl of Spoon Size Shreddies, and for an encore unwraps a packet of your hints and tips and pours milk over them. Yummy!!

G'day. How's it goin', mate? Come and say g'day in the *YS* Tipshop. We'll put an extra shrimp on the barbie for ya! Mmm. Ripper, especially with a side dish of tips, and that special POKEs sauce. It's amazing you know, but Doc Berkmann and I just knew that you'd LOVE *Blind Panic* as soon as we saw it. And y'know we were right. A veritable cascade of tips have arrived here for it, and all corking good ones too! And there's a lot more maps showing up as well, which is really good for the Shop, what with us needing something to fill up the old pages . . . well, you wouldn't want it to be just me wittering on for page after page, woodja? No, I thought not. I'm just a Tips Jockey, and as such I try to bring you the best in tips and maps, and not much in the way of drivel. So, keep it here, as we dip into your hints, tips, maps and cheats.

Blind Panic

• Brill, Tippers, you were really on the ball with *Blind Panic*, weren'tcha? Maps, tips *and* cheats. **Philip Mitton** (those fluffy little mittens, remember?) is first, with this. **"This time I've got a fluffy little tip for your free game, *Blind Panic*. This tip allows you to start on level two or three:**

1. On the menu screen press down the DELETE key and the key 1. This starts you on level three.
2. On the menu screen press down the GRAPH key and the key 1. This starts you on level two.

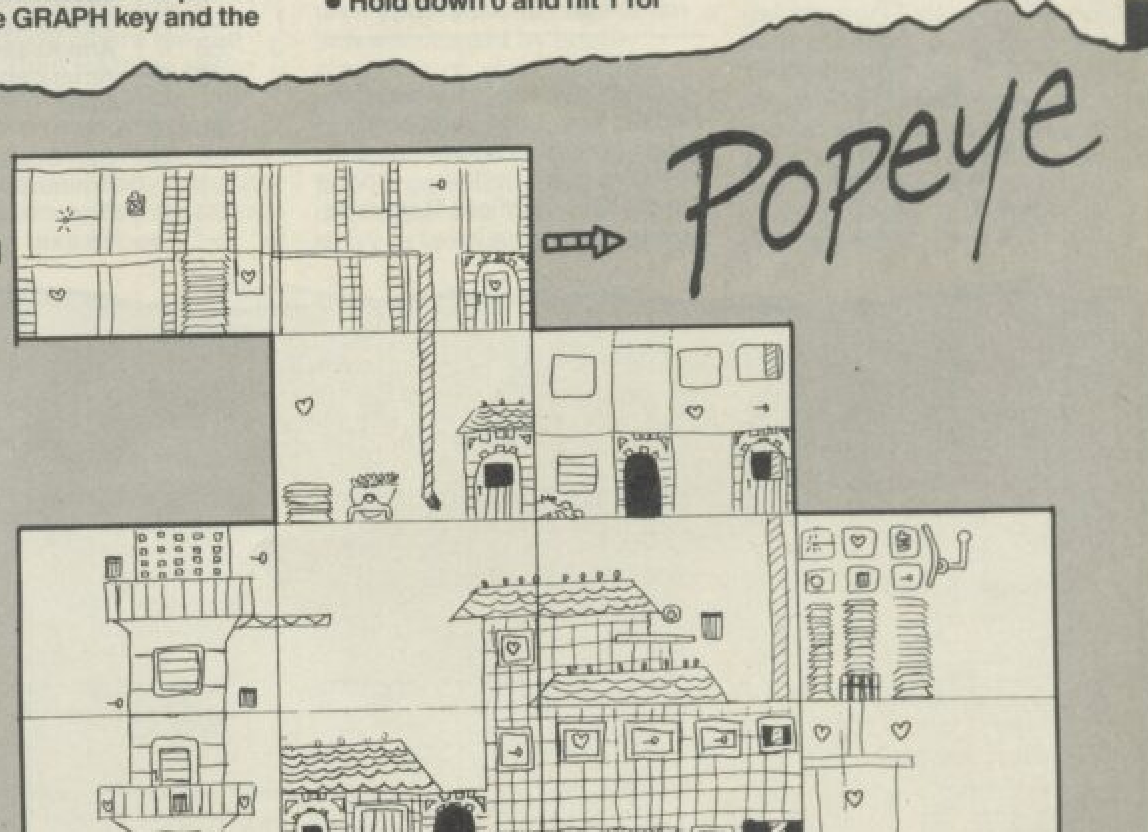
And there it is, chummy." Don't you chummy me, chummy. Thanx fer the tip, anyoldhow. Yes indeed, ladies and gentlemen, my name's Ben Elton, goodnight . . . oops, sorry about that. I came over all mouthy all of a sudden. Quick! Another tip . . .

"I'm A Jenkins and I've got another *Blind Panic* tip. When you get to enter your name on the high score table, press '1' for level one, '2' for level two and '3' for level three. Then press ENTER and 1 to start the game." Thanx, 'A' . . Hmm, that sounds like the same tip to me. Any more like that? How about you, **Robert Wilkins**? **"When on the menu screen press 0 and 1 (zero and one) at exactly the same time. You'll then be transported to the beginning of level three. Yours faithfully, Robert Wilkins. PS. Please can I have your autograph?"** Er, yeah, awight, but why would you want it? I can't read it, so how could you? NEXT!

"Hello, Count Dracula CLXVII here. When the game has loaded and you've chosen your controls:
- **Hold down 8 and hit 1 for level one plus five pass keys.**
- **Hold down 9 and hit 1 for level two plus five pass keys.**
- **Hold down 0 and hit 1 for level three plus five pass keys.**

Good luck!" Hey, that's nearly the same as the blimmin' other ones . . . why didn't you guys mention the blimmin' blimey pass keys, eh? Didn't know they were there, did you? Haw haw haw. What? You knew about them, did you? And who might you be? **Matthew Burke** eh? Okay, Burke, do it to me. **"Here is the solution to level one of *Blind Panic*:**

Right, right, flick switch, right, up, left, up, left, up, left, jump gap, left, flick switch, right, jump gap, right, down, left, flick switch, jump gap, left, jump gap, left, jump gap, left, down, left, get key, right, up, left, up, right, up, jump gap, right, up left, up, right, flick switch, left, down, right, jump gap, up, right, up, right, jump gap, up, left, (keep jumping gaps until you get to a ladder) up, left, up, left, up, get key, down, right, down, right, down, (keep heading right and jumping gaps until you reach an up ladder) up, right, up, left, flick switch, left, up, right, open door with key, right, get bomb, right, jump gap, right, jump gap, up, right, (go to top right corner to complete level)." Thanx, Mat, and keep taking the tablets.



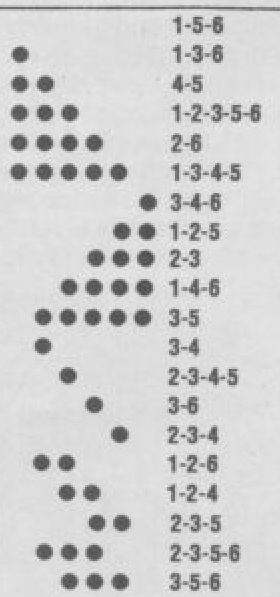
• Well, blow me down! It's nice to see some of the re-releases getting a fair crack of the whip, and *Popeye* was one of the very first games I ever bought . . . and probably the last too, as I got all my games free for review after that. This outstanding piece of arcade cartography comes from **Philip Kiernan** and very nice it is too. Well done, me old peeps.

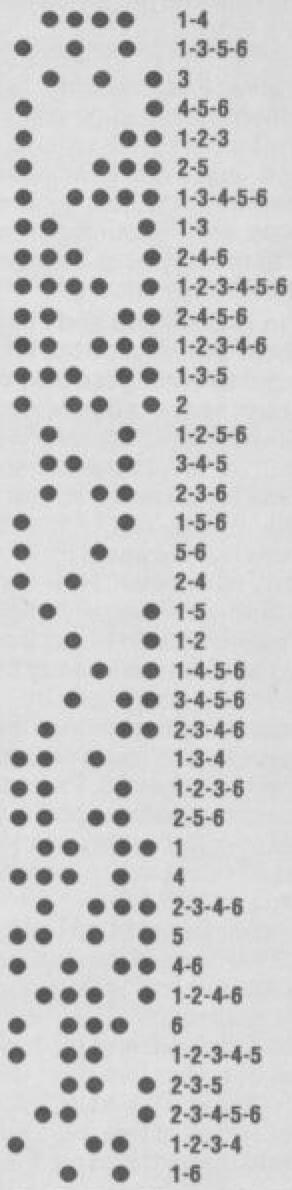
Deviants

• This game went down really well with you guys, dinnit? I didn't play it very much myself, but loadsa readers sent in solutions after the piece I did on it in the *Vixen* Issue (May 88). Like **Neil Halliday**, frinstance, who sent this pile of tips.

"I noticed that you missed out one of the *Deviants* codes. We checked through our lists and found the missing one for you. Here it is! ASIMONUS. And don't say we never give you anything!" You don't give us anything! So there.

Also in this months mailbag was a curious table-like gizmo, containing all the codes for the bomb settings. It looks like this:





Weird eh? Thanx to the person who did this, and if you could send your name and address in, we'll give you a badge . . . it looks like the **Macclesfield Mapper's** writing, but I'm not sure.

A Week in the Life of THING!

• Loadsa tips on *A Week In The Life Of Thing!* this month. Must have bin the mega review we gave it in the last issue. The power of the press, eh? Still, many thanxxxx to **Nick Bukin, S Reeves, Howard King,** and **Adam Gurney** who came up with a super little collection of solutions. Take it away, fruitbats!

Floor	Zone	Left/ Right	Objects
A	AO	R	Dingaburger
B	PC	L	Ammunition
B	AP	R	Bottle Opener
C	PG	L	Can Of Food
D	DN	R	Ammunition
E	BP	L	Credit Card
F	CK	L	Video Player
G	—	—	—
H	HK	L	Lobotomy Kit
I	DE	R	Circuit Board
J	EB	L	Ammunition
J	FB	R	American Express Card
K	EL	R	Hat
L	LB	L	Can Opener
M	DN	L	Ammunition
N	GJ	R	Bruce Lee Video
O	—	—	—
P	MG	L	Crash Reviewer
P	MN	R	Empty Bottle
Q	EK	L	Packet Of Mates
Q	KB	R	Computer Keyboard
R	HD	L	Ammunition
S	GJ	R	Headache Tablet
T	PD	L	Red Megaherring
U	MK	R	Ammunition
V	MN	R	Egg Beater
W	JC	L	Crazzee Mustard
W	KF	R	Bottle Opener
X	OM	R	Poor Defenceless Egg
Y	PC	R	Bottle Of Milk
Z	NF	L	Ammunition

THE TEN TASKS

1. Use the Red Megaherring. Result. An even Redder Megaherring.

2. Use the American Express Card.

3. Use the Can Opener when you have the Can Of Food. Result. Empty Can.

4. Use the Lobotomy Kit.

5. Use the Bottle Opener when you have the bottle of milk. Result. Empty Bottle and a Sinclair C5.

6. Use the Egg Beater when you have the Poor Defenceless Egg. Result. An Omelette.

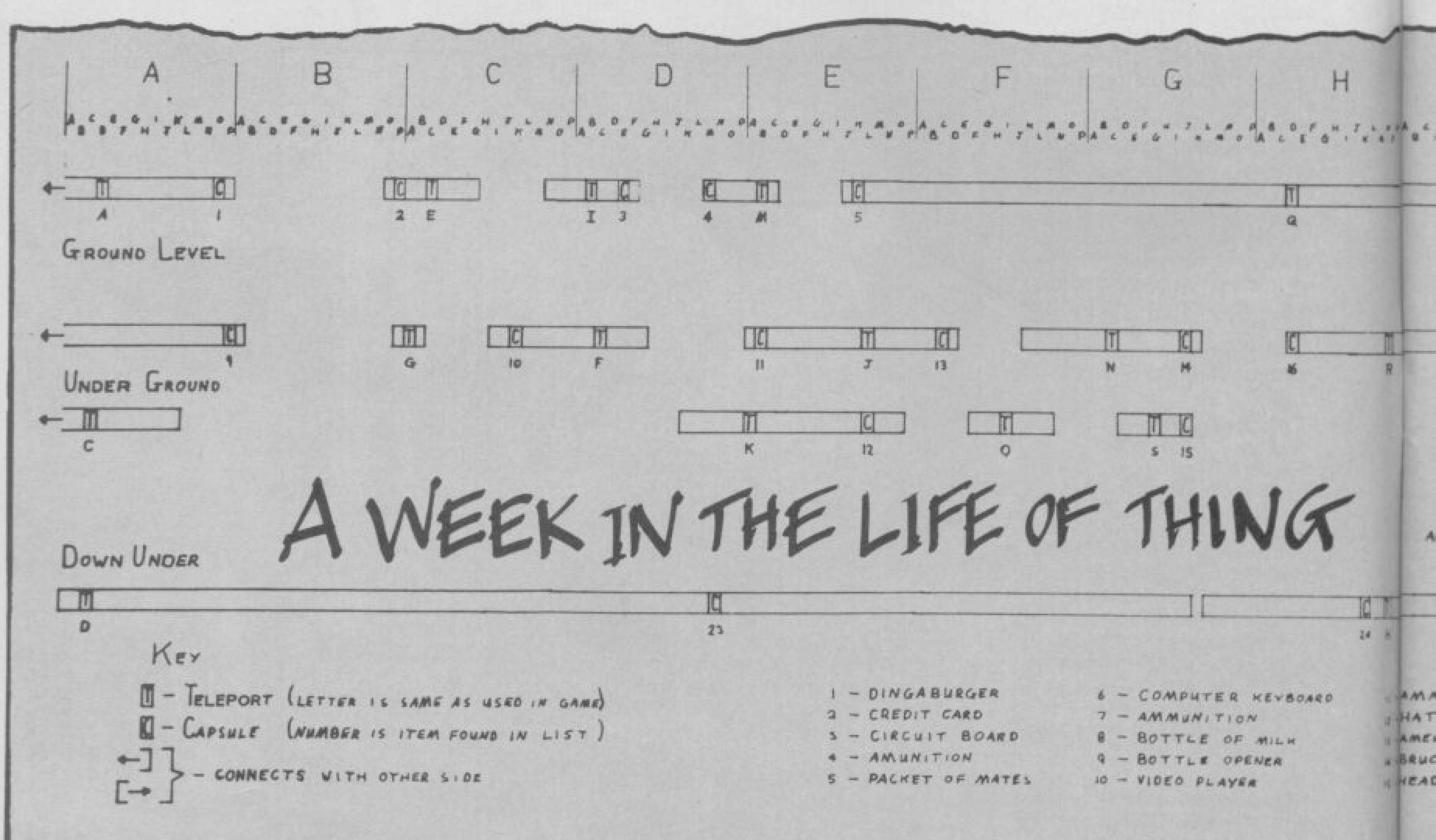
7. Use the hat. (You have to use it twice.)

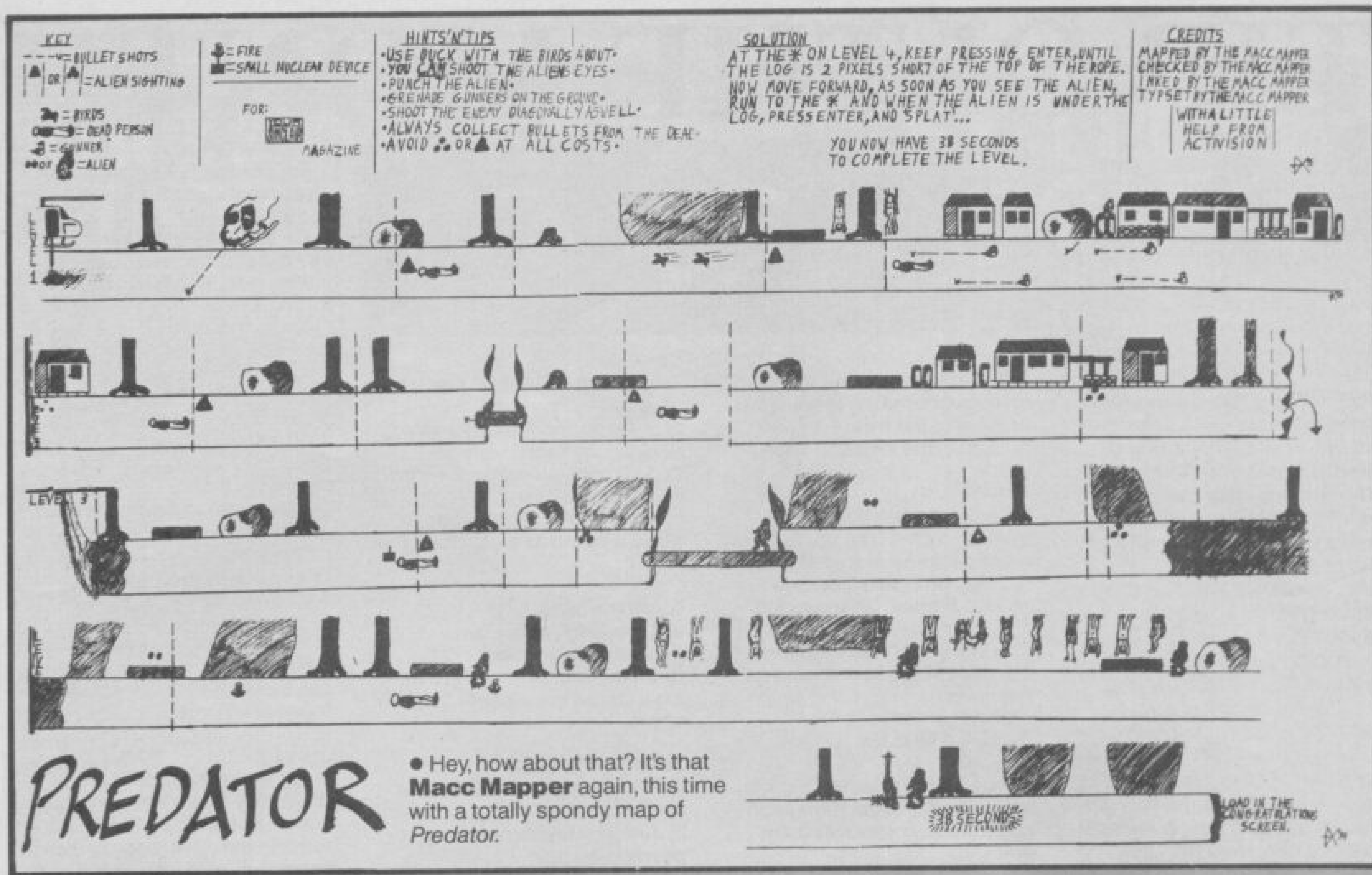
8. Use the Crazzee Mustard when you have the Dingaburger. Result. A Case Of The Trots.

9. Use the Video Player when you have the Bruce Lee Video. Result. A Headache.

10. Use the Headache Tablet when you have a Headache.

Well, it's giving ME a headache. But a good a tip, nonetheless.





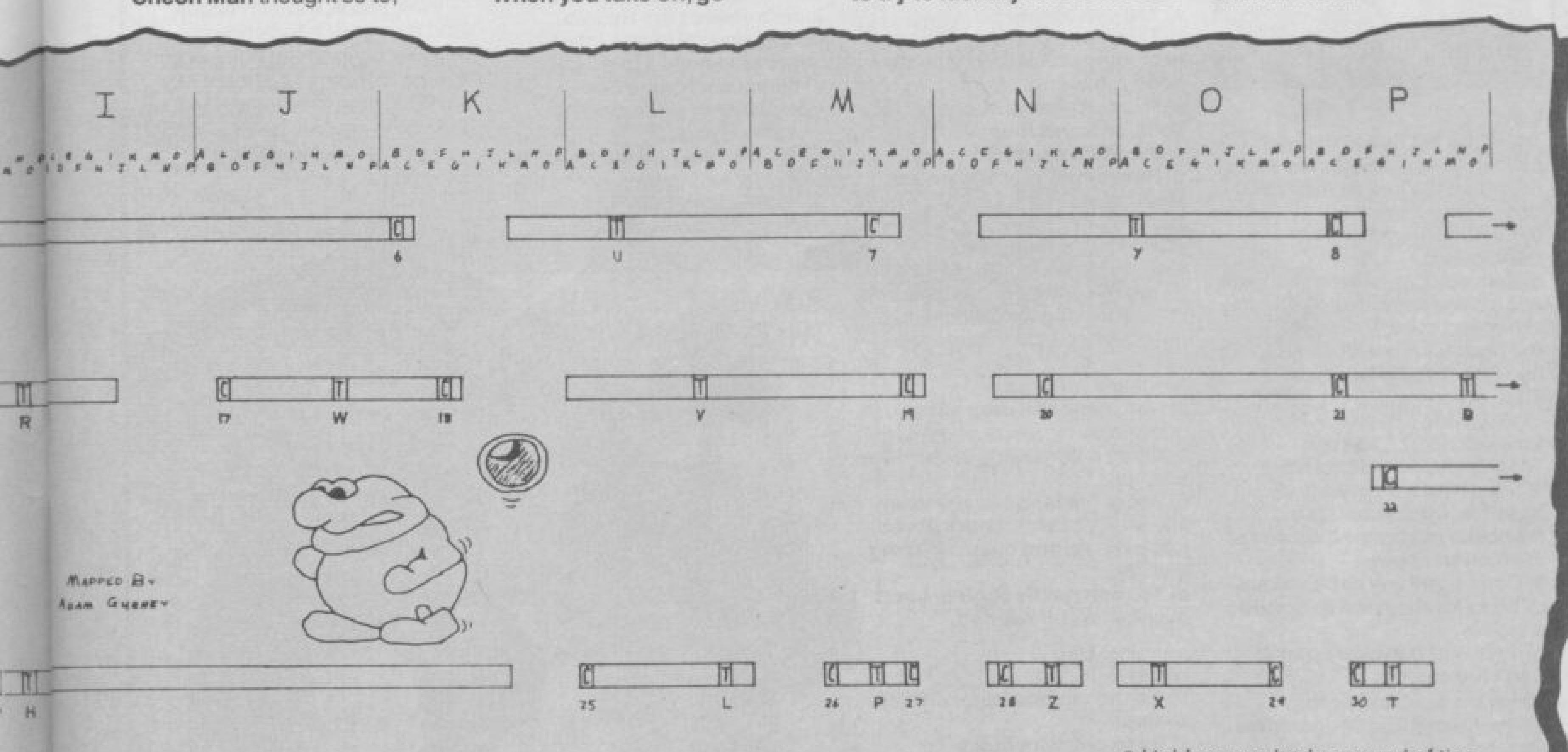
PREDATOR

• Hey, how about that? It's that **Macc Mapper** again, this time with a totally spondy map of *Predator*.

A.T.F.

• This game really crept up on me. I didn't really know it existed till a friend called my attention to it. It's really rather good, and **Ka Cheon Man** thought so to, otherwise he wouldn't have sent this tip in to me. Off you go, Ka Cheon! **"When the map is shown, study where the red dots are, then jot them down somewhere. Next, when you select your weapons, don't pick up any ASRAAMs, because you will probably use your cannon more than them. When you take off, go maximum thrust and climb maximum height. This will gain you the advantage when you are chased by enemy aircraft, 'cos you can go up and down, rather than relying on your ATF computer.**

"After you've destroyed your two targets listed in the database, use the world map to try to identify where the red dots were. If you destroyed more than four targets, you'll get a report telling you about your excellent performance. You will only have to land if your thrust is less than 50% too far out from your base, or your fuel gauge goes into the red. That's all folks." And a jolly good show too. Thanx my little oriental friend.



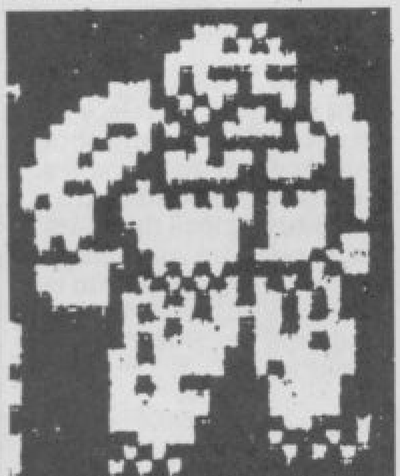
AMMUNITION
AT
AMERICAN EXPRESS CARD
BRUCE LEE VIDEO
HEADACHE TABLET
16 – AMMUNITION
17 – CRAZEE MUSTARD
18 – BOTTLE OPENER
19 – EGG BEATER
20 – BRUCE LEE VIDEO
21 – AMMUNITION
22 – CAN OF FOOD
23 – AMMUNITION
24 – LOBOTOMY KIT
25 – CAN OPENER
26 – CRASH REVIEWER
27 – EMPTY BOTTLE
28 – AMMUNITION
29 – POOR DEFENCELESS EGG
30 – RED MEGAHERRING

• I told you we had a mound of tips and maps for this one, didn't I? Well, what I forgot to mention was that **Adam Gurney**'s map was completely fluffing brill-yant! Worra draftsperson! (*Thank you, Thing! Ed*)

TIP O' THE MONTH

I'm surprised that not many of you have been lashing in the tips for this arcade smasherootie. Still, there are a few people who liked this game enough to do a tip on it. Like **K Savage**, who had this to say . . . S'funny, but sometimes I think I'm Anne Robinson and this is *Points Of View* . . . anyway, on with the letter. **"I've got a cheat mode for *Karnov*. Load the game as usual. When it instructs you to load in level one, just load in the header. Now just choose which level you'd like to play, miss off the header on that level and load away."** Well, thanx .. **"PS. The final screen is crap . . ."** Er, thanx, 'K', and don't go saying that things are crap. S'not nice, y'know.

Nip-Nip-Nippy is a very strange fellow indeed. He says that he's a bowl of Coco Pops, and his milk won't go brown 'cos he's never been out with a girl called Kate. You know, I almost believe him. Here's his tips:



KARNOV

Level 1
To kill the big fish at the end:
a) Plant your ladder at the end of the buildings just as the fish comes into view.
b) Climb up here to get a boomerang.
c) Activate it, run at the fish until she moves towards you and fire at her and duck.
d) This will kill her, but watch out for further shots before she dies.

Level 2
To kill the towers at the start:
a) Shoot them as quickly as possible. Double or triple firepower are better than any of the icon weapons.
b) Don't scroll any extra towers.
c) Try to kill the head as soon as possible.
d) If you get behind a head it won't fire at you.
To kill the Lion and Arabs:
a) If you are flying, drop bombs on them.
b) If you are walking, then wait until they come into view and duck and fire quickly. When you've shot the lions, the arabs will fire daggers at you so be careful.

Level 3
To kill the birds at the start:
a) Run underneath them firing and get to the tree.
b) Run up the tree and keep firing.

To avoid the next birds:
a) Jump by the tree and an icon should appear ahead of you.
b) Jump onto this icon and turn around and fall off the ledge.
c) Run left along this ledge.
d) Jump off left here, go back to the start of the screen and kill the birds.

To kill the Mud Men on the ledges.
a) Run underneath the bottom ledge, wait a while, then jump and duck and shoot at them quickly.

To kill the T-Rex:
a) Jump on the ledge before you get to the T-Rex, and you'll get a boomerang.
b) Kill the birds when you jump off the ledge. There are plenty of power pills around here to help you.
c) Activate your boomerang and fire at the T-Rex when you see it.

Level 4
To get past the volcanoes:
a) You can bomb.
b) They flash red just before exploding so you can time them before jumping.
c) You can always shoot the lava balls, so fire at them as they come towards you.
d) Remember practice makes perfect.

To kill the Jumping Jacks:
a) Shoot with double or triple firepower at the top of the stairs.
b) Activate the Kart icon (you must have one at this stage).

To kill the Medusa:
a) Run quick and drop a bomb under her.
b) Using a bomerang or multifire can help.
c) Shoot the Medusa and when she starts to shoot back at you, just jump up and continue firing quickly.
d) You can run through or jump over her spit, if needed.

Level 5
To kill the underwater men with spears:
a) Try to outswim them.
b) If this fails, swim up to the surface and fire.

To kill the clams:
a) Wait till they open and fire quickly.

Level 6
To get past the fish at the towers:
a) Try ignoring the fish and running up each ladder, but jump when you reach the top to avoid the last fish.
b) Kill one fish at a time, and place a bomb at the base of the tower.

To kill the owls:
a) Keep firing at the owl and avoiding his shots.
b) On the fourth shot the owl will explode, so get clear or you'll cop it.

To finish the level:
a) Trigger the 1st Medusa and kill it.
b) Jump by figure head to get a power pill/apple.
c) Trigger the last Medusa, get the power pill and jump backward to avoid the figure head firing.
d) Kill the last Medusa to finish the level.

Level 7
To kill the Hydra:
a) Activate the Hydra and go down the steps as far as possible.
b) You should be able to stand still without being shot, and jump between the Hydra's bullets and kill him. A lot of shots are needed to do this.
c) Watch out for the floor disappearing after you have shot the Hydra.
d) You can also kill the Hydra by standing just to the right of the spinning floor. But you have to jump to miss one of its shots.

To kill the T-Rex:
a) Trigger the T-Rex, kill the bat, and fire trying to avoid the flames.
b) Go to where the Hydra was and drop a bomb through the hole just before you drop through.
c) Avoid the T-Rex flames and the bat.

To get past the boulder.
a) Crouch on the step to avoid being hit.

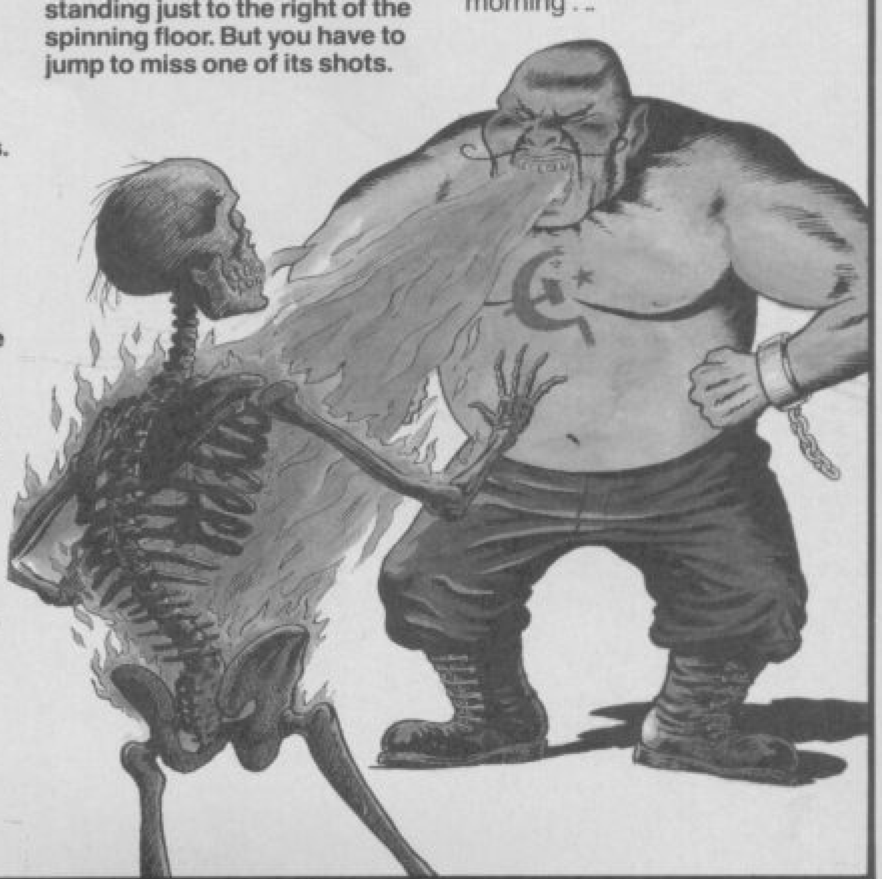
Level 8
To kill the stone figures firing at you:
a) Shoot their eyes while jumping or crouching, and avoid the flames.

To kill the Ents (treestumps):
a) Fire at them but watch out, 'cos they fire a streak across the floor occasionally.

Level 9
To get to the Wizard:
a) The way to the Wizard looks sealed, but don't be fooled. A bomb in the right place or closer inspection of the ground might be useful.

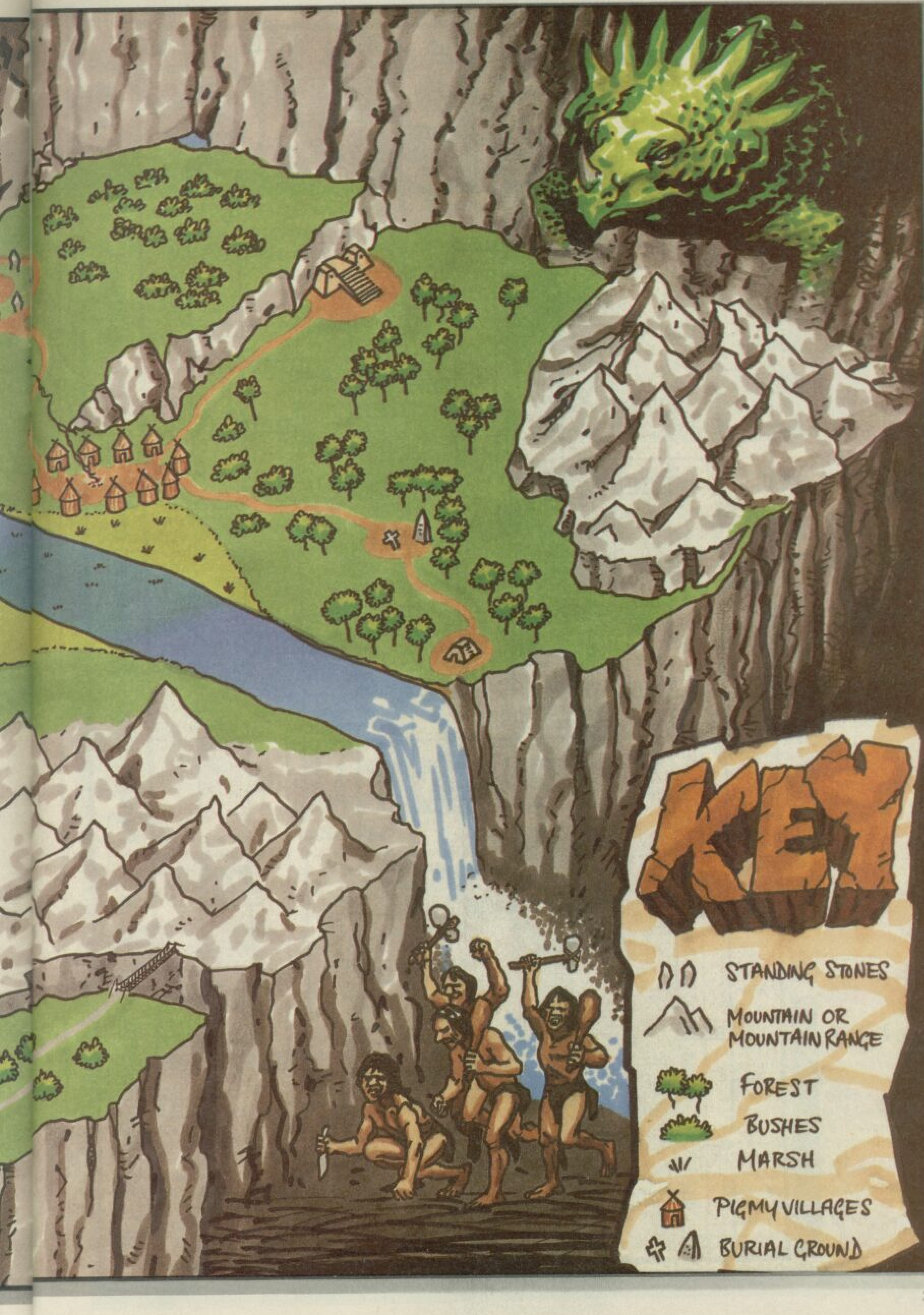
To kill the Wizard:
a) Forget using your icons, because they'll all be taken off, leaving you with SINGLE FIRE POWER (Eho neo!)
b) Fire quickly at him when he's appearing.
c) Remember, if you get killed just rewind the tape and go again.

Well, thanx, Nip-Nip-Nippy, and may your hands never wander beyond the point of no return. It's funny he should be thinking about breakfast cereals. I mean to say, I've been feeling like a bowl of shreddies all morning . . .



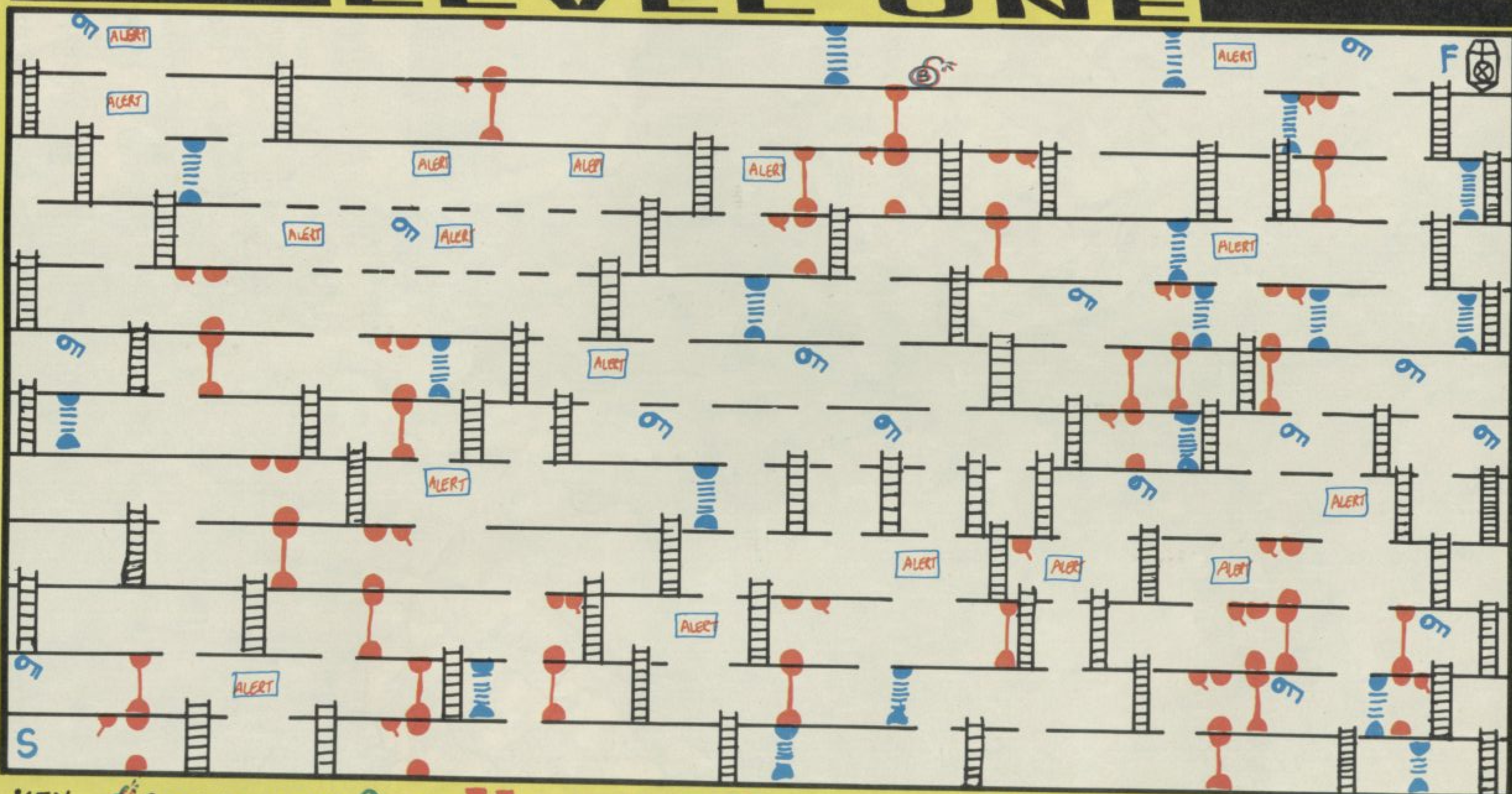


WHERE TIME STOOD STILL
DRAWN BY J ERASMUS


KEY
STANDING STONES
MOUNTAIN OR
MOUNTAIN RANGE
FOREST
BUSHES
MARSH
PIGMY VILLAGES
BURIAL GROUND

BLIND PANIC

LEVEL ONE



KEY: BOMB FOR AIRLOCK, KEYS, SWITCHABLE DOORS, KEY NEEDED DOORS, S START, F FINISH

PRACTICAL POKES

He's slick, suave, smooth and slinky — but we couldn't get him, so here's* David McCandless *instead!

Now, this has to be the most packed and skillo *Practical Pokes* column ever, well since last month anyway. In this month's episode we have hacks for such bijous games as *Dan Dare II*, *Cybernoid* and *Deviants*. What more could you ask for? Well okay there are a few things!!!

DEVIANTS

Guess who? Yep, **Jon North** yet again! Better watch out Ed, he'll be after your job next (*Wanna bet? — Ed*). Anyway this time it's the budget classic *Deviants*. Delete lines 70-90 if you don't want a particular feature.

```
  5  REM Deviants HACK by Jon N
orth
 10  CLEAR 24999: LOAD ""CODE
 20  FOR f=23299 TO 3e4: READ a
 30  IF a>255 THEN  GO TO 50
 40  POKE f,a: NEXT f
 50  POKE 39165,91: RUN USR 30e
3
 60  DATA 205,3,152,175
 70  DATA 50,200,137,50,214,137
: REM INFY AMMO
 80  DATA 50,207,103: REM INFY
TIME
 90  DATA 50,12,193: REM INFY E
NERGY
100  DATA 195,15,153,999
```

CYBERNOID

At last, here I am, with a hack for the brilliant *Cybernoid* (which I incidentally reviewed — puff! swell!) and it'll give you guess what? Yup, infinite lives.

```
 10  REM CYBERNOID hack by DM
 20  CLEAR 25999: LET t=0
 30  FOR i=23324 TO 23355: READ
 a
 40  POKE i,a: LET t=t+a: NEXT
i
 50  IF t<>3600 THEN  PRINT "ER
ROR": STOP
 60  LOAD ""CODE : RANDOMIZE US
R 23331
 70  DATA 175,50,235,153,195,96
 80  DATA 109,17,0,128,33,0,252
 90  DATA 1,19,0,237,176,235,54
100  DATA 201,205,0,128,62,20
110  DATA 50,80,254,195,50,254
```

ROADWARS

It can't be . . . it is! **Jon North** once more. This bloke is driving me hatstand (yibble, yibble) — he's so good. *Roadwars* has fallen this time. This hack'll give you infinite lives for both players.

```
 62  POKE 43059,0: REM PLAYER 1
 63  POKE 43078,0: REM PLAYER 2
100  MERGE ""
```

SCUMBALL

Absolutely no jokes about this game's title. No Neil Kinnock or President Botha jokes — thank you. Someone called the "Shmoo" (alias **Robert Smith**), has hacked the cheapie *Scumball* to pieces. Well done Robert! Keep 'em coming!

```
 10  REM SCUMBALL HACK by SHMOO
 20  CLEAR 24599
 30  LOAD ""SCREEN$ : LOAD ""CO
DE
 40  POKE 49098,99: REM NO OF L
IVES
 50  POKE 49093,50: REM NO OF G
RENADES
 60  POKE 65036,0: POKE 65037,0
: REM INFY LIVES
 70  POKE 52001,0: REM INFY SPA
RES
 80  POKE 52866,0: REM INFY LAZ
ER
 90  POKE 52920,0: REM INFY POW
ER
100  PRINT USR 49048
```

ANARCHY

Kevin McCarthy took seven hours (!) to crack open this one and give me the hack. Seven hours! His nicely printed letter was strewn with oo-ers. What's rude about the word POKE I ask myself?

```
 10  REM ANARCY HACK by
 20  REM Kevin McCarthy
 30  CLEAR 32767
 40  POKE 23739,82: POKE 23740,
0
 50  LOAD ""SCREEN$ : LOAD ""CO
DE
 60  POKE 42886,201: REM INFY L
IVES
 70  POKE 34566,33: REM INFY TI
ME
 80  PRINT USR 43113
```

MULTIFACE CORNER

More multiface POKEs for you this month, and more badges for you happy multifacers. A few from me, loads from **Jon North**, and several from **The Lone Hacker, Chris Yeomanson, Jez Milner, Andrew Wales, Derren White, Justin Kimber, I. Milner** and **Stephen Ellis**.

Game	POKE	Effect
ACTION FORCE 2	51904,0	lives
	51455,201	energy
	60579,49	tank hits 10
COMBAT SCHOOL	37088,0	time
	37088,53	normal time
CYBERNOID	39403,0	lives
DEVIANTS	35272,0:35286,0	ammo
	26575,0	time
	61196,0	energy
DUET	44114,0:46185,0	health
DYNATRON MISSION	44969,n	n=lives
KNIGHT LORE	53567,0	lives
RENTAKILL RITA	57982,0	lives
	58520,0	spray
	58229,0	food
SUPER STUNT MAN	27262,0	time
TOUR DE FORCE	42062,0	cycles
	45472,24	time
XEVIOUS	53592,0	lives

DEVIANTS AGAIN

A devious text concealment routine in *Deviants* didn't stop me from finding all the teleports:
CEREBURS, GUZZLOID, ELECTRIX, AURIGIUS, CAGARANI, EXCELSOR, XANTHIUS, CYBERNIA, DEVIANTS, ZACARONT, TROLLDOR, DENZIENT, DIZZIDUS, VESTRONA, ASIMONUS, JABBADORF.

HACK OF THE MONTH

DAN DARE II

This month's greatest hack is for the brill skillo *Dan Dare II* by the — coincidentally — brillo skillo (and still quite prolific), **Jon North** (with some minute additions by me). It gives you infinite lives and time, immortality, no crunch and the ability to start on any level. (Note: when using the level POKE, subtract 1 from the level number, for example use 2 for level 3 and so on). For this great POKE, Jon gets a free game — yes a free game! — and that goes for anyone with the hack of the month from now on.

```
REM DD2 hack by Jon North
10  CLEAR : LET t=0: LET lev=0
20  FOR f=23296 TO 23496
30  READ a: POKE f,a
40  LET t=t+(f-23286)*a: NEXT
f
50  IF t<>2072209 THEN  STOP
60  LET a=23446
70  POKE a,207: REM NO CRUNCH'
80  POKE a+3,220: REM IMMUNITY
90  POKE a+12,210: POKE a+5,le
v
100  POKE a+15,212: REM LIVES
110  POKE a+18,237: REM TIME
120  RANDOMIZE USR 23296
130  DATA 221,33,203,92,17
140  DATA 199,2,62,255,55
150  DATA 205,86,5,48,241
160  DATA 33,50,94,52,35
170  DATA 53,205,6,93,33
180  DATA 33,91,34,31,209
190  DATA 195,238,200,221,33
200  DATA 172,91,33,131,241
210  DATA 6,6,197,221,78
220  DATA 0,221,35,6,0
230  DATA 197,229,17,20,89
240  DATA 237,176,235,54,201
250  DATA 205,20,89,225,193
260  DATA 9,193,16,229,33
270  DATA 178,254,17,255,255
280  DATA 1,243,4,237,184
290  DATA 175,50,111,255,50
300  DATA 254,254,33,187,91
310  DATA 17,116,255,1.16
320  DATA 0,237,176,33,107
330  DATA 91,34,17,255,195
340  DATA 244,254,205,110,254
350  DATA 33,110,254,17,111
360  DATA 254,1,115,0,112
370  DATA 237,176,235,54,195
380  DATA 35,54,132,35,54
390  DATA 91,201,62,64,50
400  DATA 128,64,33,146,91
410  DATA 34,163,64,195,110
420  DATA 64,62,201,50,50
430  DATA 0,50,62,0,62,0
440  DATA 50,165,247,175
450  DATA 50,18,0,50,118
460  DATA 0,50,5,0,195
470  DATA 64,202,17,24,14
480  DATA 14,25,21,1,96
490  DATA 54,82,50,17,14
500  DATA 12,24,97,255,51
510  DATA 16,110,64,119,0
520  DATA 16,39,255,31,0,16
```

SCROLLING CREDITS

More unsung (and late) hackers for us to forget: **Andrew Barker, Peter Chan, Nathan Lloyd, Howard King, Andrew Cool,** and **Paul Stone**

CRASH PREVENTOR

Now you wouldn't want a crash would you? Who would? Especially not when you were RUNing one of these hack programs anyway. So follow this easy-to-use, get-your-hack-working method to stem those tears of rage and frustration (and letters of complaint).

1. Type in the HACK program exactly as it's printed on this page.
2. Save the HACK program for later use.
3. Rewind game tape to start.
4. RUN the HACK program.
5. Play the game tape.
6. Annihilate those Martian scum.

Okay that's it. Remember, just because a game's been hacked this issue doesn't mean you shouldn't hack it any more. Try and find a different POKE for the game and I'll print it. And hacker of the month gets a free game of their choice — so send your choice and your POKEs to **David McCandless, Practical POKEs, *Your Sinclair*, London, W1P 1DE.** Look out for a *Karnov* hack next month. Bye!

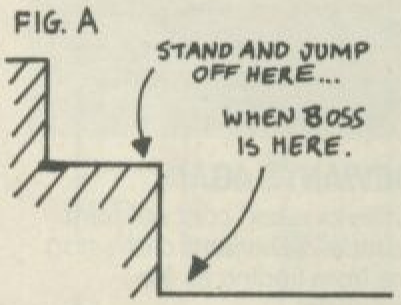
Rastan

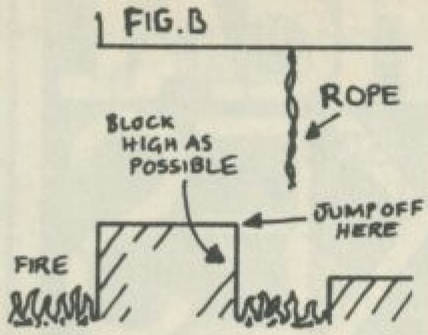
• Another pile of tips. Tsk! I really must see the Doc about all these piles . . . hey, stop giggling, you know what I mean STOPPIT! Quick, you over there with the cardboard sword . . . give us a tip! **"Actually, it's not cardboard, it's finely honed Arcturian steel, but I'll let that pass for the time being. My name is Cathode Ray Krebbs III, but you can call me Michael Lang for short. When you get up to the Wizard, wait until he stops flashing, walk through him, firing all the time. Stay just out of the range of his rod, and when you get to the other side, hit him about 3-4 times. As if by magic, you are moved on to stage two."** Er . . . thank you. What is going on? What is it with you guys? Why are you so terminally hatstand? NEXT!

"Hi, John Lomax here! I have worked out a brill cheat for *Rastan Saga*. When you load, wait till it says Searching For Round A, (you can fast forward the tape to any round.) If you do start the game on round A, press BREAK when the man is falling, press BREAK and start again. Before you can say 'John is ultimately skill' you have infinite energy . . .BUT watch out for the energy bolts, as this does sap your energy. And on the second part of round A do not get any weapons as the cheat mode stops. Otherwise, no one can harm you. Skill, eh?" Well old bean, as you ask, yes it is.

And having endured that little gembo (only jesting John, ho ho ho) it only remains to let **Tom Rabbit** and **Mark Southern** canter us off into the sunset, *Rastan* wise. **"Me and my mate have completed *Rastan* and have sent you a few tips. So here are the tips:**
1) If you don't know how to do a downward stab, you jump off a high platform and press down and fire. This is brill for killing bosses, see fig a.
2) If during the game you can't pick up icons, you are invisible so slash, slash, and slash again.
3) When you are on the first level you'll get to the bit with the fire, block and rope. Get on the edge of the block (as far as you can go without falling off) and when the rope is at the top of its swing, do a mega jump and Hey Presto! you're on the rope. (As in fig b!)

FIG. A





And before you can say Robert Is Your Avuncular Relative, or even Bob's Yer Uncle, there it is." There what is? Why can't I understand what anyone's saying this month?

Rolling Thunder

• Yes, that sound in the distance isn't a summer storm, but the sound of *Rolling Thunder*. Yes, US Gold's piece of resistance comes home to roost in the Tipshop. Take it away, **Simon Kowles** aged 13. **"Select Sinclair Joystick and type in JIMBO. Then select keyboard or joystick, and you are invincible. And if you press I and O together, you go on to the next level."** Heh heh heh. Well, I must admit that this cheat mode was built into the version I played when I tested the game for *YS* and wrote that piece about it . . . Aren't I good for keeping quiet about it all this time? No? Oh, please yourselves.

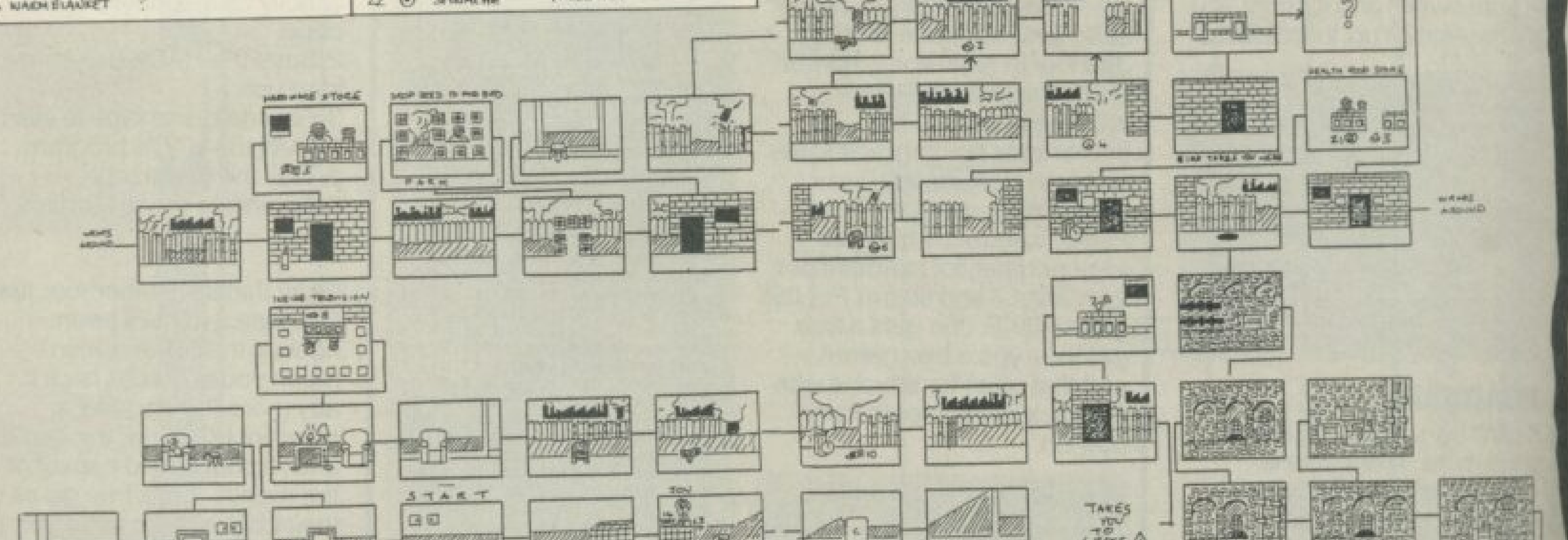
Here's **Phillip McCardle**, just to prove that there's no fool like an old cucumber, with a more honest solution to the *RT* problem. **"Get the bullets at the first opportunity. You'll need them when the going gets rough. Fire about six shots, and follow them until they hit something. You can get rid of minions easily this way. When a minion keeps jumping up in front of you, fire as soon as he reaches this point.**



To dodge bullets jump or duck. Don't fire wildly as this wastes bullets. Memorise where the guards appear, and what kind. Keep moving, as time is of the essence, and stay agile or you'll end up dead." I think there's a lesson we can all learn from that. Especially after two cartons of Wimpy's fish'n'chips . . .

Garfield

	OBJECT	USE
1	REFRESHING FRUIT	FOOD
2	BLUEBERRY PIE	FOOD
3	BIRDSEED	TAKE TO PARK TO GET BIRD
4	PIECE OF CAKE	FOOD
5	MONEY	TO TAKE TO HEALTH FOOD STORE TO GET BIRD SEED
6	HAMBURGER	FOOD
7	SPADE	TAKE TO HARDWARE STORE TO GET MONEY
8	CHOCOLATE COOKIE	FOOD
9	FISH/SKELETON	FOOD / ?
10	EMPTY CAN	DROP INTO BIN FOR XTRA SCORE
11	LAMP	ALLOWS YOU TO SEE IN CELLER
12	WARM BLANKET	?
13	CUP OF COFFEE	REFUELS SLEEP ENERGY
14	DISH	?
15.	NEWSPAPER	?
16.	ODIES BOWL	?
17	MISSED BALLS	FOOD / STOPS ODIE FROM DRAINING YOUR SLEEP ENERGY
18.	RUBBER BONE	DROP AT FAR LEFT OF HOUSE TO MAKE HOLE IN WALL.
19	BONE	FOOD
20	KEY	NEEDED TO GET INTO THE POUND
21	SAUSAGES	FOOD
22	SPINACHE	KILLS RAT



• It's a shame we can't show a picture of our furry pal, but apparently if you draw a picture of Garf which isn't copyrighted and approved by Jim "Moneybags" Davis himself, personally like, then his lawyers sue yer bum off! So we've had to cut out **Richard Pelley**'s excellent drawings of cat face, which just leaves us with the *Garfield* map. But that's nicely drawn too, so mebbe that's not so bad.

DR. BERKMANN'S CLINIC

Morning all. What have we got here then? Ah, gamesnags galore! And a good few good eggs to boot. Let's roll. And remember, be careful out there.

FOOTBALL DIRECTOR

Well, this column wouldn't be the same without a few letters about De Salis and Huggard's superb footie management sim. (And didja know there's a sequel on its way, by mail order only? Yo ho.) First, **Gary Attewell** writes with further tips on winning the Div 1 Championship if you followed **Neil Ashmore**'s sneaky little method for bumping up your team's moolah. **"Using Neil's tip for infinite cash I found the trick was not only to buy good players, but also to buy millions of pounds worth of shares after each game. This boosts the team's power to a level at which it's virtually unbeatable."** Ta, Gaz.

But here's an even sneakier tip from **Neil Summers.** Wanna bump up your cash right at the beginning of the game without going through all the hoohah of counting blocks and things? Listen here. **"When you are on the main menu screen, press BREAK. Then type in LET AI=n (where n is the amount of money you want.) Then type in GOTO 6 and you're playing again!"**

If you prefer to play the purer way (ie by the rules), here are some further tips from **Tony Huggard**, the game's writer, who feels that Andrew Dibs' hints a couple of issues back were rather misleading. You don't just get into Europe by winning the championship, for instance. Come 2nd, 3rd, 4th or 5th and you'll qualify for the UEFA Cup. Win the FA or League Cup and you're in the Cup Winners Cup. So ner. And in Div 4, try G4 D2 M3 A3 for size. Awight? Awight.

MASK 1

Answering Dominic Kearney's plea for haylp is Clinic regular **Leon Felgate**, who's got a neat little POKE for infinite lives:

```
1 REM MASK 1 POKE
5 LET T=0: LET W=0
10 FOR F=32000 TO 32051
15 READ A: POKE F, A
20 LET T=T+W*A: LET W=W+1
25 NEXT F
30 IF T<>161993 THEN PRINT "ERROR
IN DATA": STOP
35 PRINT AT 10,7; "START MASK TAPE"
40 RANDOMIZE USR 32000
50 DATA 6,3,197,221,33,0,0
55 DATA 17,17,0,62,255,55,205
60 DATA 86,5,193,16,239,21
65 DATA 33,136,169,17,214,11
70 DATA 62,255,55,205,86,5
75 DATA 33,62,201,34,227,170
80 DATA 33,50,36,34,229,170
85 DATA 62,134,50,231,170
90 DATA 195,242,169
```

Thanks Leon — your monthly badge is in the post!

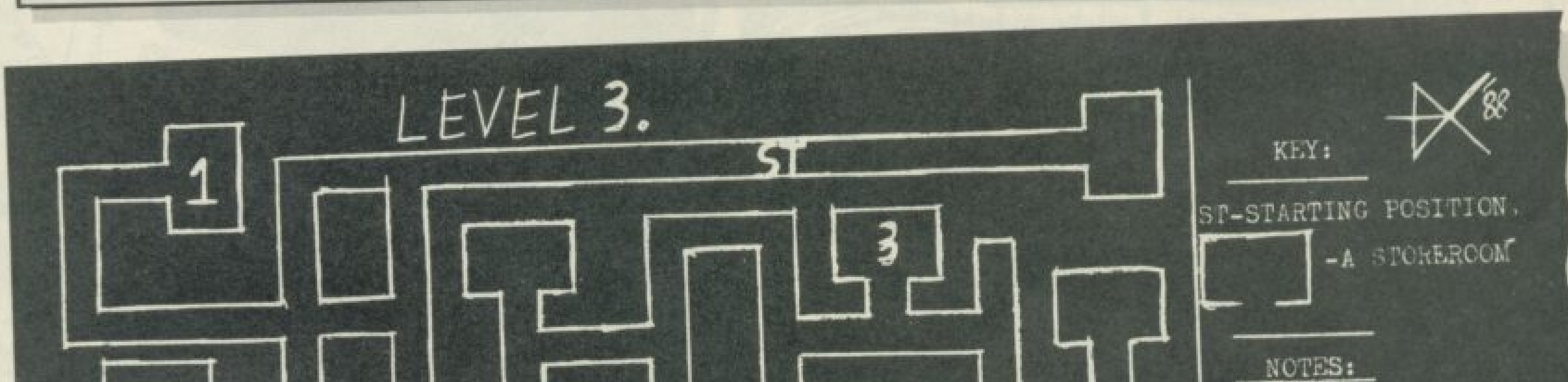
UNIVERSAL HERO

Loads of answers to J Short's query still coming in, but we did that one last month — and I'm not falling for that old trick. But I did get a letter from one **M Brotherhood** (sounds like a front for the moonies, dunnit? Sorry, M!), who has offered to provide a full solution to the game to anyone who wants it. Send an sae to M Brotherhood, Station House, Piercebridge, nr Darlington, Co Durham, and he'll see you right!

THAT'S ALL FOLKS

Well, for this month anyway. Before we skedaddle, let me just mention a letter I got from **Craig Thornton**, who offered help on POKEs, maps and tips in the April ish. Apparently he's been flooded with letters, and as he's about to do exams he may take a little time to answer them. So be patient, Clinicians!

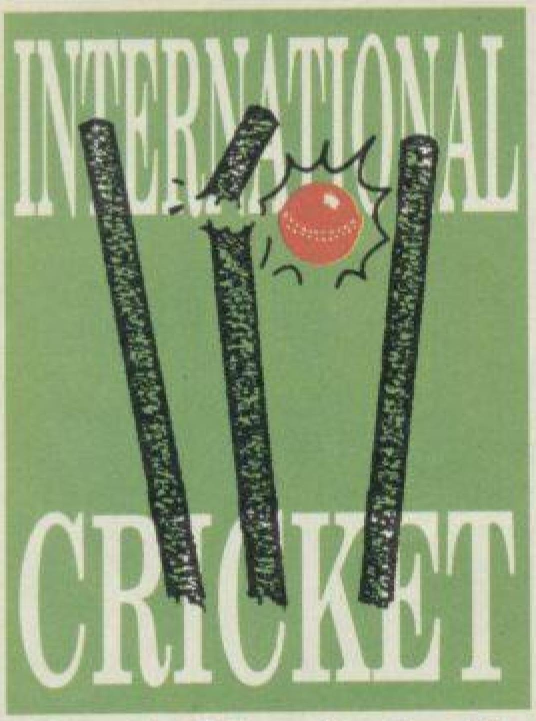
Meanwhile, send your gamesnags to me at the Clinic, *YS*, 14 Rathbone Place, London W1P 1DE, and there's a badge for anything printed.

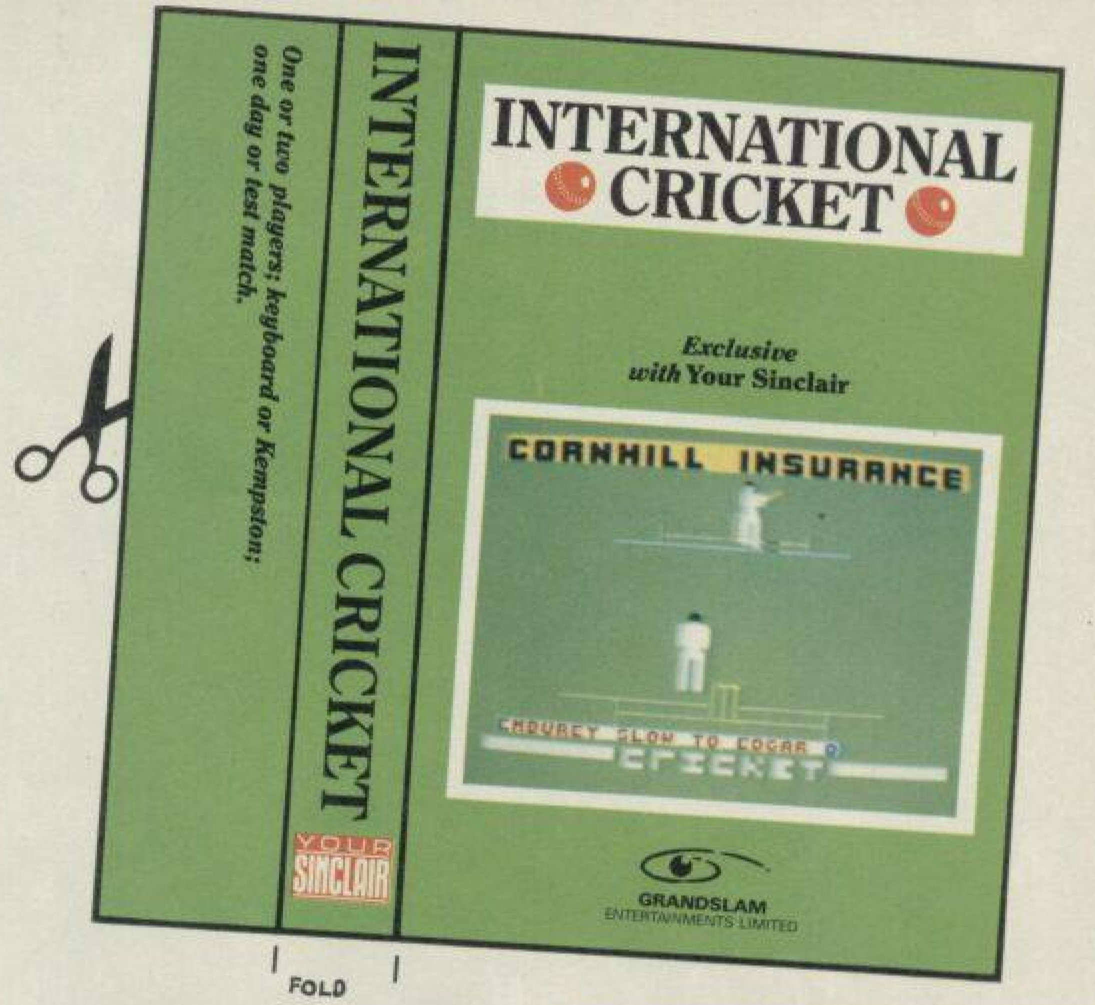


• Hey, it's the **Macclesfield Mapper** again, with another great map, just when we needed it. The final part of *Platoon*, and right after we printed the second bit last month! This guy must be telepathetic. He sent me this map, with this important message. **"The first casualty of war is dress sense."** Crucial, Macc.

• Yes, it's time for bed, and not a springfooted fool in sight. It's time to pack up our joysticks in our old kit bag, and muster our tips for the next exciting issue. Send all your tips, maps, cheats and spare Mars bars to: **Philip Snout, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE**, and don't forget! Every tip printed wins an 'I've Got Big Tips' badge! Byeeeeeee!

I'VE GOT BIG TIPS YOUR SINCLAIR





Enough of this punting the pill into the back of the net — let's swish the bright new cherry past extra cover for four. (Eh? Ed) Yes, our exclusive game this month is a rather nifty cricket simulation, to Dr Berkmann's delight. Pad up — you're next in!

The history of the cricket simulation on the Spectrum is not a glorious one. Not to put too fine a point on it, they have all been total bilge — dull to play, badly programmed and totally inaccurate. Sooner or later someone was bound to put this right, and Grand Slam seems to have done it. The game's *International Cricket* and, as you may have noticed by now, we've got it on our cover — exclusive to *YS*!

What makes *Inty Cricket* different is that whoever programmed it actually understands a bit about cricket. So this game accurately reproduces both the pace and (as much as a computer version ever can) the skill of the real thing. I was gripped.

Unfortunately I don't have an awful lot of room to witter on about how brilliant it all is because the rules are long — and you don't want to miss out on anything.

All I'll say is that even if you find it a little hard at first, persevere — it gets easier!

TAPE TROUBLES

If your copy of *International Cricket* fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send the tape in a large, strong envelope to Cricket Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least 18p on it. Please don't phone or send your game to the office as we cannot deal with the problem here. Sorry!

HOW TO PLAY

OPTIONS:

1) One or two player game — play against the computer or a friend.
2) Keyboard or Kempston. Player One can use either, but Player Two must use the keyboard.
3) One day or test match. A one day match is a one-innings match with each side batting no more than 60 overs. Test matches are played over two innings each, last five days and involve variable weather conditions that will affect the effectiveness of your bowlers and batsmen.
4) Different opponents. You can choose any of five test playing countries to play against — the one you choose will be controlled by either the computer or Player Two. Opposition countries are graded from New Zealand (a good challenge), to the West Indies (well nigh invincible), — a bit like real life, eh? Go for the easier opponents when you start out.
5) Grounds. There are five grounds to choose from, which all suit different types of bowler. Bear this in mind when you're choosing your bowling attack.

Old Trafford	FAST
Edgbaston	SLOW
The Oval	MEDIUM
Lords	NO-ONE
Trent Bridge	NO-ONE

6) Team selection. You have a squad of 20 players from which to choose your final 11. Remember to pick a wicketkeeper (French or Richards), and five bowlers, who all fall in the following categories:

FAST: Dilley, Small, Thomas
MEDIUM FAST: Foster
MEDIUM: Botham, Pringle, De Freitas, Allott
SLOW: Emburey, Edmonds, Willey

You'll need five bowlers in a one-day match (no more, no less), and in any game you won't be allowed to use anyone who isn't a designated bowler (so Gooch and Gatting are out).
7) The toss. Press H or T to toss the coin. If you win you choose whether to bat or bowl.

MAIN INFORMATION SCREEN:

This operates like a standard cricket scoreboard, displaying batting and bowling statistics to date. For a one-day match the number of overs left will be shown; for a test match it's the time, which is updated after each over. Fast bowlers take longer (seven minutes) to complete an over than slow bowlers (five minutes). The periods of play are 11.00-1.00 (lunch), 1:40-3:40 (tea), 4:00-6:00 (close of play).
1) Weather. During a test match weather conditions are updated every hour or so. Different conditions favour different types of bowler:

Overcast, dark clouds	NO-ONE
Overcast, light clouds	MEDIUM
Clear blue skies	FAST
Warm and sunny	NO-ONE
Dry but windy	SLOW

If it's raining, the clock will advance by an hour and a new weather report will be shown.
2) Selecting A Bowler. If England are in the field, you'll be asked to choose a bowler at the end of each over. Note that in a one-day match each bowler cannot bowl more than 12 overs, so make sure that the first four bowlers don't use up their allotted overs, leaving the fifth unable to complete his.
3) Special Options. Pressing "O" will bring up the Special Options Menu. This allows you to save or load a game position, or declare the innings. You can declare both your own and your opponent's innings closed at any time. This is helpful especially if he's smashing you to bits, or you just want to practice batting or bowling.

SETTING THE FIELD:

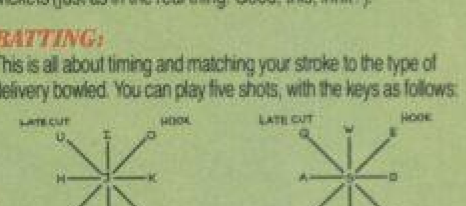
The computer will set its own field, but you must look after your own. When asked if you want to set your field, press Y. You'll be presented with an overview of the pitch, and you can move all fielders except the bowler. Move the fielder highlighted in white to where you want him, then press fire to move on to the next one. When you're happy with your placings, press Enter. Remember that fast bowlers will need their close fielders placed further back than slow bowlers, as catches will need further to carry. If in doubt, have a good look at where the computer places its field for each type of bowler.

BOWLING:

Your bowler is at the bottom of the screen, and on the bottom is a message telling you who's bowling, his type, who he's bowling to and the batsman's score. After a brief delay the bowler strides up to the crease and bowls. To deliver the ball accurately, press fire just as his arm reaches the top of the bowling arc. If your timing's right, the bowler will pitch the ball well up to the batsman. If you press fire too early, too late or not at all, the ball will pitch short down the leg side and runs will be scored! Direction will vary depending on how long you press fire. A very short click and the ball will pitch outside the off stump. Slightly longer and you'll bowl it at the wicket; longer again and it'll be outside the leg stump. Try varying the types of ball you bowl. Accuracy will keep the score down, while variation will get wickets (just as in the real thing! Good, this, innit?).

BATTING:

This is all about timing and matching your stroke to the type of delivery bowled. You can play five shots, with the keys as follows:



Player One Player Two

When the ball has been delivered, wait until the ball is near the batsman and then move the joystick or press the appropriate button. If you play too early or too late you may miss altogether or lob up a catch. But if you time your shot correctly you'll see the ball fly smoothly off your bat along the ground. Only practice will get the timing right. If you correctly play a defensive shot, the ball will drop at the batsman's feet, and then the bowler will bowl another ball. If you hit a more attacking shot, you'll move onto the fielding screen.

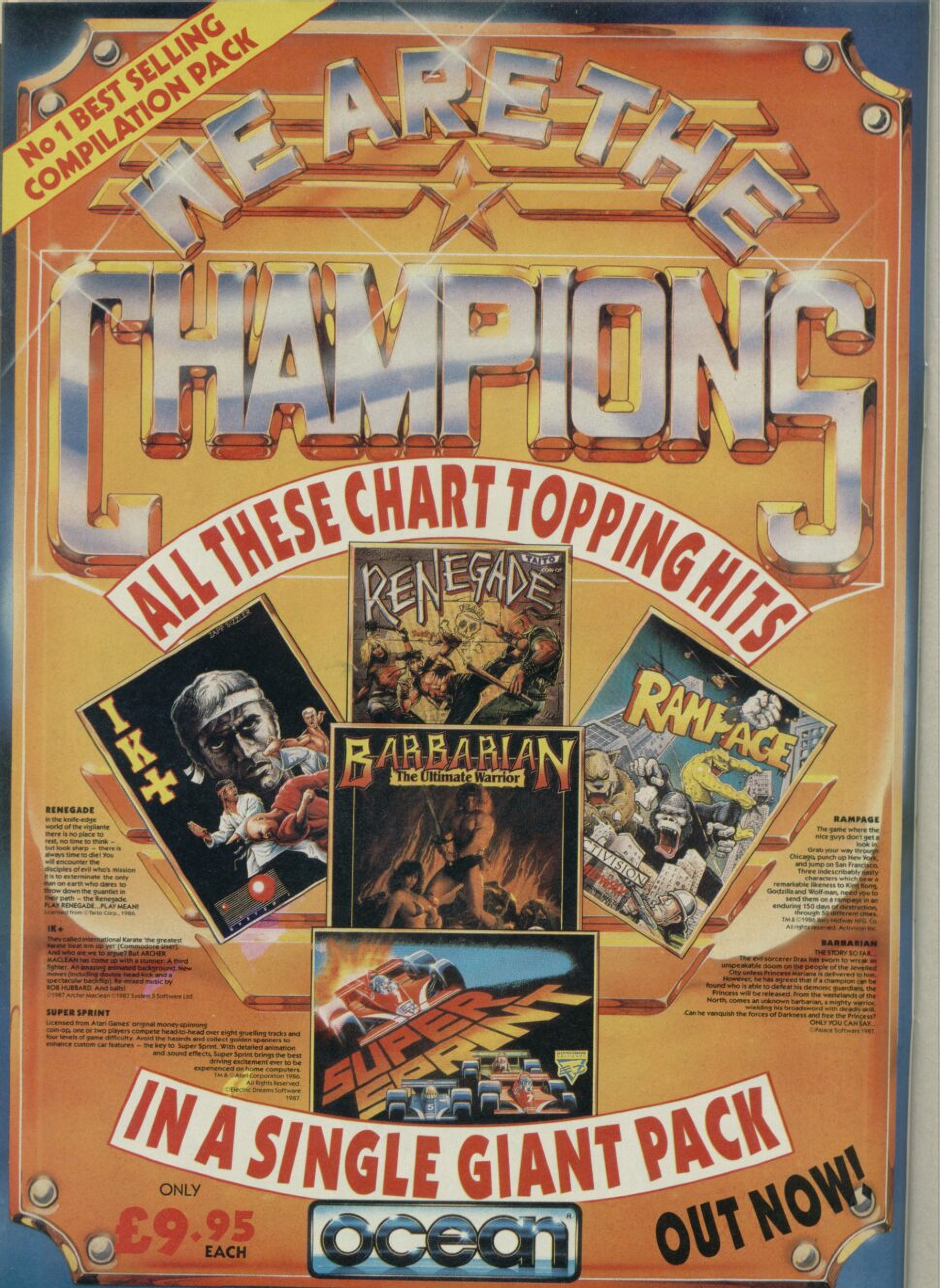
FIELDING SCREEN:

1) Running between the wickets. If the computer is batting it'll automatically decide whether there's a run to be had. To make your own batsmen run, press fire.
2) Fielding the ball. As the ball travels from the bat, its height and strength are indicated on-screen. If height is between 1 and 10 and a fielder is in the way, the batsman will be caught. The ball will continue travelling until strength is 0, it crosses the boundary or it's fielded. If the computer is in the field, fielding is automatic. Not so, though, if you're in charge. The computer will highlight the fielder it thinks will best field the ball. Click fire and you can manoeuvre him about the field to pick up the ball and return it over the stumps. You can only field the ball if strength is under 70, so it's pointless trying to crowd the batsman out.



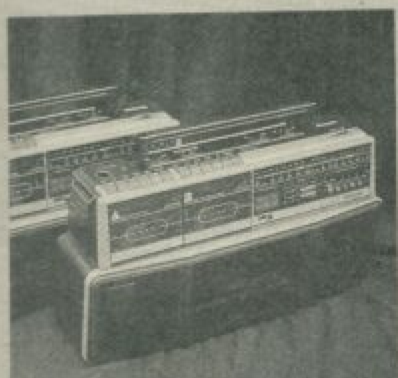
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Gis' A Gryzor Coin-op Or I'll Blow Your Head Off Compo.

There was the normal influx of dried-up 'witty' entries, for this compo, which appeared in our January issue. But the winning entry came from Tim Nightingale who wrote 'I deserve a Gryzor arcade machine cos I've entered millions of compos and haven't won a sausage!' Well done Tim, your sausage is in the post. And for 10 runners-up there's a copy of *Gryzor* from Ocean.

1st Prize Winner: Tim Nightingale of Royston, Herts.

10 Runners up: Anthony Harman, North Harrow; David Brewer, Crewe; Robert Harr, Solihull; Matthew Harper, Billerisay; Sam Massey, Romsey; Mark Gilroy, Woolston; William Craigens, Hemlington; P.C. Winn, Clophill; Richard Wilford, Co. Durham; Richard Scopes, Reading.

I Play So Much Golf I Could Be A GTI Compo'

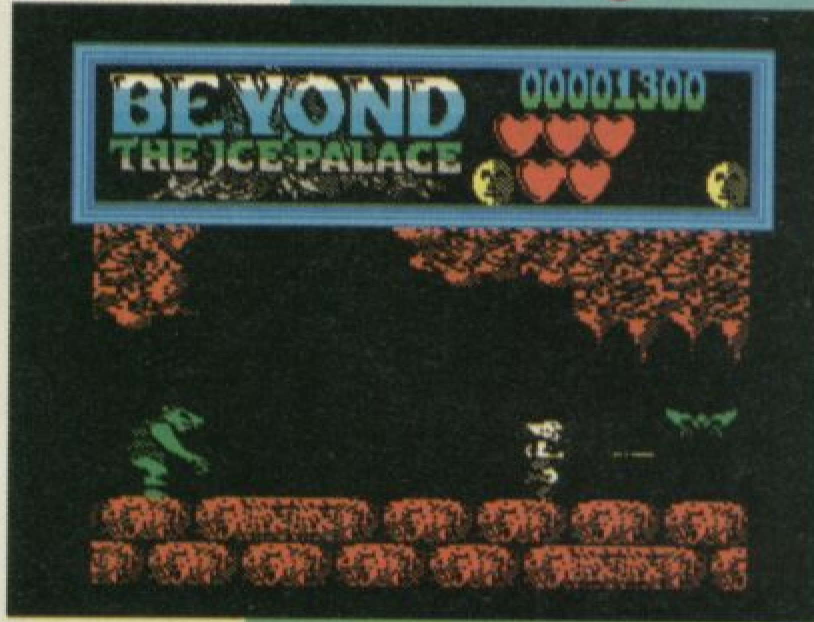
Seve Ballesteros is a golfer. Ian Woosnam is a golfer. Yes! By a completely brilliant process of elimination you clever chumsters plumped for Edwina Currie (as she's the only one of the trio who's a female impersonator), and ten of you won yourselves a copy of *Leaderboard.*

Blimey, the ten winners: Martin O'Connor, Chesterfield; Niall Wilson, Enniskillen; Daniel Levine, Northants; Edward Stokes, Basingstoke; Craig McIntosh, Glenrothes; Andrew Whitaker, Blackpool; Alan Back, Bakewell; Martin Kitts, Milton Keynes; Nicholas Young, Saddleworth; Stephen Morley, Rotheram.

Summertime . . . and the living is easy. These games, on the other hand, are WELL HARD!

BEYOND THE ICE PALACE

Elite/£7.99 cass/£12.99 disk



Duncan *Beyond The Ice Palace* lies a mystical land where strange creatures dwell. 'Tis a land of fantasy, of magic, of goblins and ghosts, of good, evil and long forgotten tiny pieces of blue-tac.

That's the basic inlay blurb (erm, except the bit about the blue-tac), and it seems that the idea is to journey into these lands and restore the balance by ridding them of evil. Crikey. Yes, I know the storyline is a bit staid, but luckily the game isn't. It's a corker by cracky.

What we have, to put it in a pigeon-hole, is a platforms and ladders game. A big one, with large sprites and four way scrolling. You (a wing-helmeted Viking type), begin on top of a large cavern next to a vertical tunnel shaft. At your feet are three weapons; two different knives and a sort of 'mini second-world war sea mine with spikes on.' They all work in different ways, but you can only take one, so decide on which, pick it up (by standing on it), and jump down the shaft. The quest has begun and there's no going back — unless you press the break key.

Running through th avern you'll encounter and have to kill Ogres (easy), flying bats (annoying) and, occasionally, giant moth-things (very tricky). The cavern soon opens up into the trusty ladders and platforms format in which you'll still be plagued by the bats and also (oh no), more of the giant moth things. There are, as you might have guessed, things to collect — orbs (which give you points), different weapons, and (very occasionally) little head-shaped icons. These are 'the spirits of the woods,' and jolly useful they can be too!! If things are getting decidedly squiffy, just press a pre-defined key and ber-zoing, down the screen drifts a spirit, killing or injuring any 'nasties' it touches before disappearing at the bottom.

Anyway, next you move on to a gigantic vertically scrolling elevator shaft. Getting to the top of this is no mean feat, but there's worse to come — the mega-nasty, a *SpaceHarrier*-ish dragon snaking around in a most unpleasant and deadly fashion. "Quick, release a spirit. Oh no, I've used them all, and I've only got one life left. Aaaaarrgghh!!" You can have triffic fights with the dragon, as the lift shaft part of the program hasn't been 'switched off.' "Run away, jump, down, down, down, up, leap, down, down, yaaaargh it's following, dodge, dodge, leap, up, fire fire fire, bleeeaarrgh — dead again!"

If you do ever manage to kill the dragon, a ladder descends from level two. More platforms, more ladders and more deadly and different nasties. Cripes.

Now, one of my pet hates is games lacking in substance being 'boosted' by making progress so hard that you find yourself continually re-starting only to be killed again in roughly the same place. *Beyond The Ice Palace* doesn't lack substance, but I did find the difficulty level pitched too high. There's a sort of progress — the further you get, the harder it is to improve. Even with ten lives, I never got much further than the middle of level two. Addictive frustration eventually gave way to annoyed frustration. That's my only complaint — I enjoyed the game tremendously while I was actually improving my scores. Still, maybe I'm just inept. We'll have to wait and see.

Time for a quick glossary.

The graphics are big, bold and quite nicely animated. There's a fair amount of colour with hardly any attribute clash. Oh, and the scrolling's fine. On the sound front, things are good on the 48K and great on 128K (super sound-effects and two tunes by David 'Amaurote' Whittaker). The playability's great except for the excess difficulty probs I mentioned, and there's a good front end with continually accessible joystick/keyboard options for those with dodgy interfaces (oo-er) and fickle keyboard tastes.

All in all a rather super little game. Oh, for a POKE (double oo-er).

YS CLAPOMETER

A chunky scrolling platforms and ladders game. Great fun to play, but becomes 'blinkin' difficult too soon.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.



From Moscow to Hollywood, Omar is rockin' all over the world — as in rocks to jump. There are also detours to take — if you fancy a wanderpress in the woods just press down. Tests of your reflexes include floating islands which carry you across lakes — memories of *Turtle Bridge*! The climax is the UN building in New York where you sing I Don't Want To Set The World On Fire — I just want to end starvation — as you light the final flame!

THE RACE AGAINST TIME

Codemasters Plus/£4.99

Rachael Probably the single biggest problem facing a reviewer is how to handle charity games. Inwardly you may be groaning at their gottiness — but you're loath to voice your criticisms because you won't just be stopping some fat cat lining his pockets — you'll be stopping cash filling the coffers of some worthy cause!

That in mind, it's nice to report that there are no such reservations about this year's charity biggie at a budget price. While you'll have to wait till September to pound the pavements in the Sport Aid fun run, you *can* indulge in some micro athletics — with all profits going to the needy.

Surprisingly enough, *Race Against Time* isn't a joystick jiggler. In fact it's really a test of mapping and mental skills — an arcade adventure set in five continents (not five incontinents, dummy), featuring Omar Khalifa, the leg-endary Sudanese runner (and what legs, indeed), who has to run from his tiny village, lighting Olympic beacons and raising Change The World flags (I'd like to change it for a larger size, please).

All this running takes you right around the globe, and as even Omar ain't expected to walk on water, there are airports to find. Reach the Departure Lounge and you get to choose your next destination on a map — and don't worry about smoking or non-smoking — your Olympic torch means you're in the former!

There are other problems though, as you hot foot it with your flame. Any sort of water will turn your bright torch into a sizzling squib, so you've got to stay dry at all times, which isn't easy when there are rivers to cross and fountains to avoid, to say nothing of sudden showers.

As always in an arcade adventure, help is at hand in the shape of certain unlikely objects which have been scattered around the cities of the world. For example, you can turn off a fountain with a spanner, but as the former's in Rome and the latter's in Asia, let's hope you've not left home without your travel pass!

You'll also have to move pretty fast, because starvation waits for no one, and you only have five minutes to complete your quest. FIVE MINUTES! Well, not quite, because you can pick up hour glasses to gain an extra couple of life-saving seconds, and you'll need them.

This isn't the most difficult program you'll ever pick up or the most original. But it's good solid entertainment as you race around the world in 80 ways, taking in the backdrops. And if you wait long enough there's a Spectral version of Peter Gabriel's *Games Without Frontiers* to accompany the demo mode.

I could say that this really is a game to give you the runs, but a lavatorial pun somehow seems out of place here. To the starving children of Africa, diarrhoea ain't no joke. So like Saint Bob would say, "This game saves lives. $*!*ing buy it!"

YS CLAPOMETER

A more than competent arcade adventure with varied backdrops — buy it and do some good while you play.



8

JOYSTICK JUGGLERS

All-new, bigger and bouncier, it's those jiggly jugglers again, back for more than the odd moonlight wiggle . . .



Jonathan Davies — Jon-Boy's been active again this month, probably because he doesn't have *Spectacular* to worry about any more. But he has, we hear, purchased one of those ST thingies. Traitor!



David 'Macca' McCandles — Plans for world takeover temporarily shelved (GCSEs, y'see), Macca's still writing about a third of the mag, and all after 4:30! Gordon Bennett! (*What has he got to do with it? Ed*)



Duncan MacDonald — Still as barmy as a can of peas, and twice as wholesome. The only *YS* reviewer who thinks that he's a small village in the Wye valley.



Sean Kelly — Newly arrived from Botswana, or was it Bolton? Did you know that if you say Botswana into a paper cup, it sounds a bit like Bolton? You learn something new every day with *Your Sinclair*.



David Powell — The Man In The Black Shirt, they call him. Does he really like black, or has his washing machine broken down?



Ben & Skippy — Two more refugees from the wilds of Ludlow join the *YS* reviewing team, bringing their rubber keyboard and serious gameplay skills with 'em. (Well, they'd be in real trouble if they'd left them behind, wouldn't they?)



Nat Pryce — The Bristol hard man takes on the cheapie mantle this month for four weeks of hard joystick pummeling. And it can't be said that he liked what he saw, with one or two exceptions . . .



Rachael Smith — Our winsome film reviewer makes one of her brief forays into gaming. You always were fairly game, weren't you, Rachael? (Slap!)

YS SCORES

10 — unobtainable
9 — untouchable
8 — unimpeachable
7 — unpretentious
6 — underwhelming
5 — unpalatable
4 — unendurable
3 — unforgiveable
2 — unspeakable
1 — unprintable

STARRING CHARLIE CHAPLIN

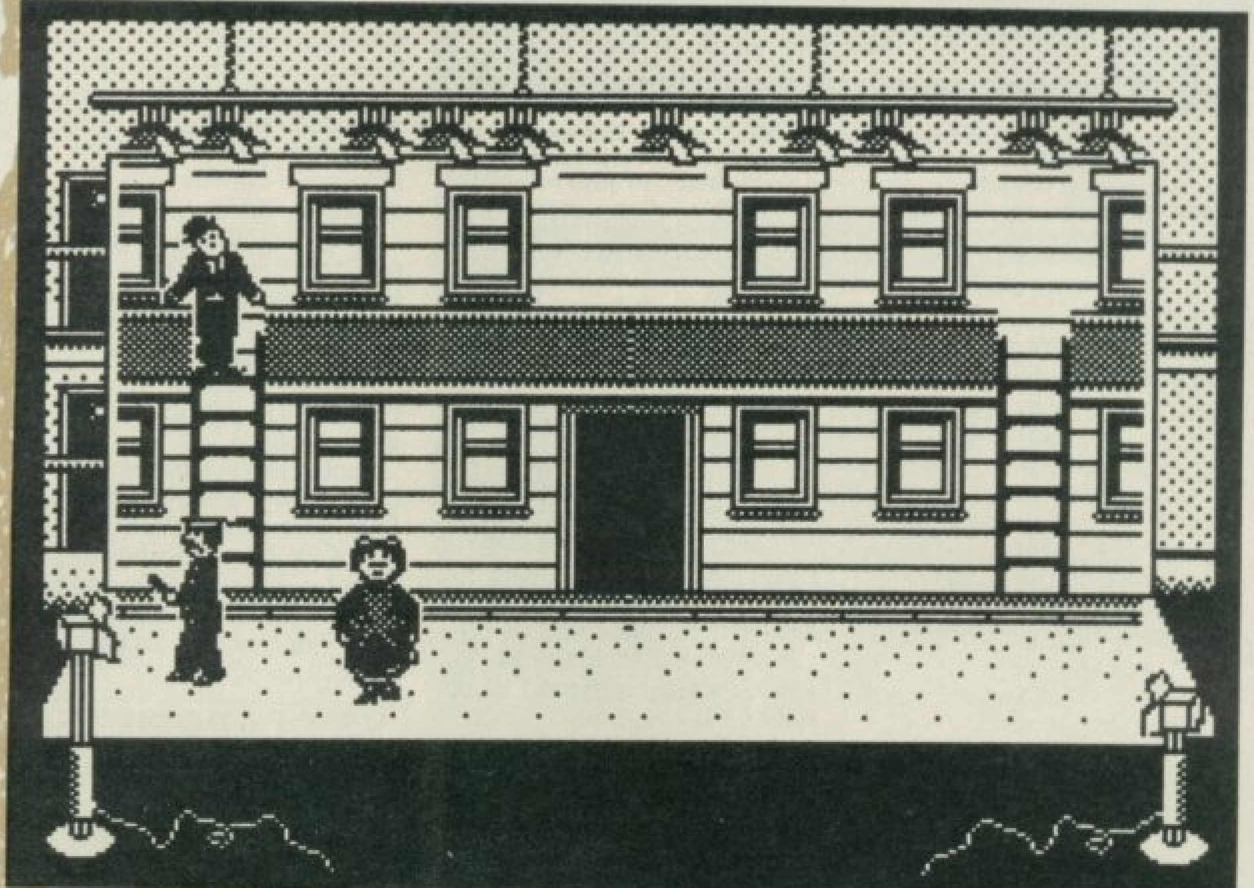
US Gold/£8.99

Duncan Aaah, Charlie Chaplin, doncha just love him? (Eeerm — no, actually). Waddling around twirling a stupid stick and wibbling a useless 'Hitleresque' moustache does not, in my book, a comic genius make! Let's face it, what the old chap needs is a 'catchphrase', "Don't touch the pack, we'll be right back!" or "Come on down!" or "Awright???" — something like that. I'll see if I can come up with something later, but now it's review time.

The game is set in the 1920's and you are a movie producer/ director/ actor and editor. As a producer it's up to you to pick and, erm, produce eight silent movie classics, each of which has to make a profit. You're on a tight budget, so if a film bombs at the box office then you bomb as a producer, because your dosh will run out. Film one finances film two finances film three and so on.

First you've got to buy a script. As I said, there are eight films to make, so guess how many scripts are on offer? (*Pete 'Puzzler' Shaw eat your heart out*). That's right, eight — each of which not only differs in price but also in the number of 'scenes' there are to 'take'. Let's pretend we've plumped first for the cheapest script with the least number of scenes.

Boing!!! Now you're the director. Say "Scene x, take n..... Action!" and press the fire button on your joystick.



Boing!!! And now you're the actor, yup, ol' Charlie himself and this is the 'action' part of the game. The cameras are going to be 'rolling' for one minute, and for a successful Chaplin movie that means 15 billion nanoseconds of rib-wrenching slapstick larkery, 15 thousand million femtoseconds of tactical tomfoolery or, to return to the more comfortable world of feasable positive integers, sixty seconds of knocking your fellow actors/ actresses onto their derriers with well placed and deftly timed punches. This is where the 'jocularity' points are scored.

Click! Your minute's up, the celluloid is 'in the can' and you're now (boing) the editor. You can replay the whole scene. Just sit back and watch what you did as Charlie. Were there enough knock-downs to keep the punters happy? You can always re-shoot the scene — but it'll cost.

Once you're happy with the scenes you've done it's time to commit yourself to a public screening of the whole film. The curtains open and the whole thing is played back — all you can do is sit and wait (which can become a trifle boring, but adds brilliantly to the frustration factor when a film bombs — all that waiting for nothing). Following the screening, a headline from the front page of *Variety* pops up which let's you know what the critics thought. Thumbs up and you remain in the black and can make another film. Thumbs down and more than likely you'll be in negative dosh-zones and will have to start again.

Everything about this game is good — except one thing: lastability. There isn't really quite enough to do. Not that it's easy (it isn't), but simply walking around and positioning yourself correctly for a successful punch, does soon become a bit, erm, tedious. There's not enough interaction.

Full marks, however, for originality and high marks for the graphics (which really have a nice 'twenties' feel). What a shame about the 'action' part of the game. Definitely a case of the 'could have been really good's'.

Anyway, I've had time to think about that catchphrase and I must say — it's a corker! Here it is (cue trumpets and a drum-roll): "..........Cor blimey Missus!!!". (Crikey).



YS CLAPOMETER

Original vehicle for a knock-em-down. The vehicle's great, shame the action doesn't match up. Nice try.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

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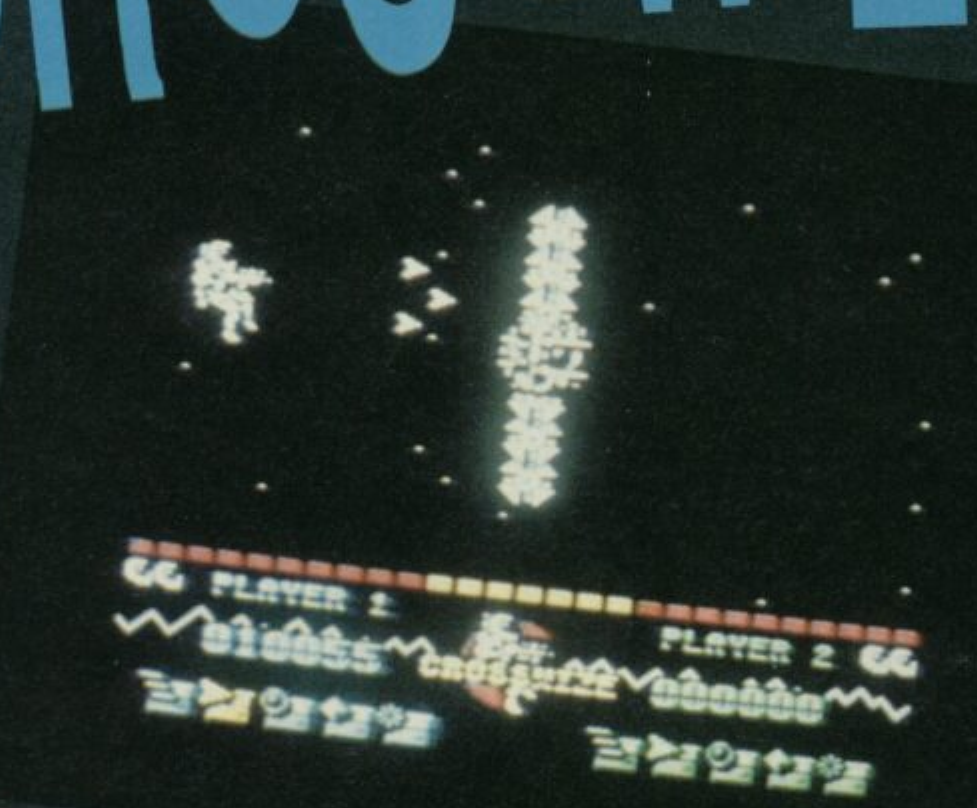
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CROSSWIZE

Firebird/£7.95

Macca Remember liberating the five planets in *Sidewize* (I didn't even get past level one, he moaned) and vapourising all the evil Darlard Mutants ? Well, in *Crosswize* you're now taking a well earned rest and letting your legend ferment. So when the planet Luna comes under attack from alien forces, who does everyone expect to go in and kick ass? Yup, you.



Here's the big alien mother at the end of level 1. Those arms you see shoot out at right angles, and it takes millions of shots to dent it.



Here our dead hip hero is about to dispatch some bubbly aliens. But where's the next attack coming from?

Crosswize begins where *Sidewize* left off, and the game stands out instantly as something good: the slick presentation, the inspired graphics, and the fact that you perish almost as soon as you start. Yes, this game is H.A.R.D. (Highly And Really Difficult.) The colourful —yes colour! — landscape of rooftops glide (we're talking Michael Jackson moonwalk here), along under you, while thousands of beeping aliens assail you from all sides. And these aren't your average, every day, run-of-the-mill extra-terrestrials, that dumbly bounce up and down (oo-er), or stupidly zig-zag all over the screen either. These are your fast moving, bullet-breathing killers which spiral outa' nowhere to take you on . . . and win.

But all is not lost (until you have lost everything — Philisophical Proverb no. 562), 'cos guess what's available? Uh-huh, extra weaponry to shove your meagre laser-beam in the shade. Smart bombs, spray guns, invulnerability, they're all there if you just fly into a flashing "?" icon and press fire.

However, even with these weapons the devious aliens fight back. Deadly bars emerge, hemming you in, chimneys that spit bombs at you, nasty cross-firing boxes and ultimately . . . the big nasty. Yes, at the end of each level you have to combat a big, fat, grotesque alien before you can load in the next level.

Crosswize is in no-way original, but it's the pure execution of the worn ideas that counts —and works, and it's a great game to watch. Smooth movement, luverlee explosions and detailed graphics make the screen really eye-catching. I especially liked the way your man looks so cool, leaning back on his backpack, gun at hip, almost stifling a yawn as he casually blasts the next wave of nasty nasties.

YOUR SINCLAIR MEGAGAME

Addictiveness? Is this game addictive? We are talking fail your exams, lose your job, break up your marriage, and even don't wash your hair type addictiveness. You keep pounding at the joystick, trying to get past that building to see what will kill you next. Have another go, and another, just one more, and another, one more time . . .

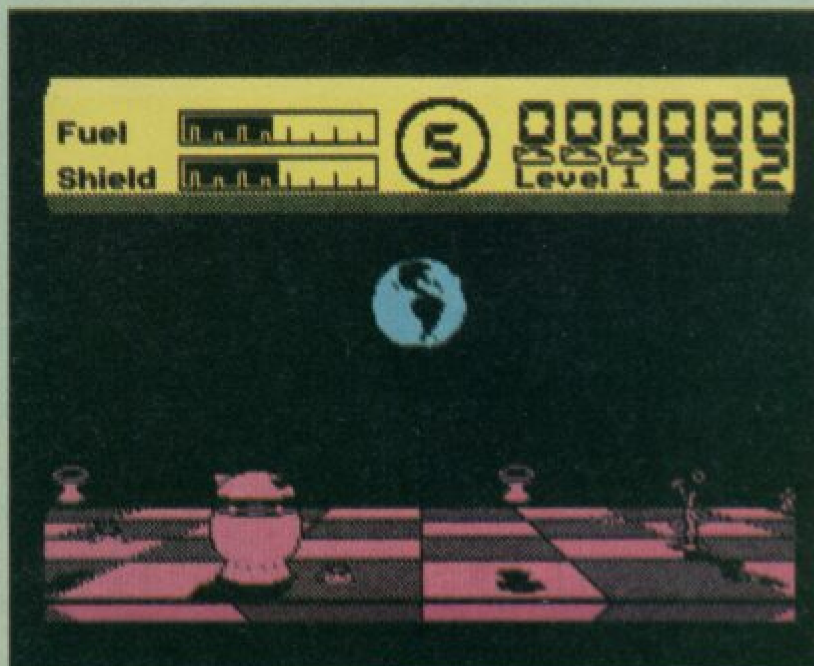
YS CLAPOMETER

Supa'-doopa' graphics, arcade style difficulty, and faultless programming make this game a classic —on a par with Zynaps.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

EARTH



We've just blasted off from our dinky little launch pad, and already the aliens are on our tail. Sensors indicate that we've got a full complement of missiles, fuel and shields on board, so either I'm extremely good at this, or we've only just started the game. Guess which!

Firebird/£7.95

Jonathan When the latest offering from Pete Cooke, the man who wrote everything from *Urban Upstart* to *Micronaut One* lands on your desk, you'd better sit up and pay attention. Done that? Right, here's what it's all about.

Slaatn from Arcturus II has problems, not least of which is that unfortunately unpronouncable name he's been lumbered with. More pressing, though, is that as the Arturan battle fleet (of which Slazzer's a member), was on its way to befriend the Earth, it was seized by a strange force. They started to be dragged towards the planet, and while the majority of them managed to blast to freedom, our hero crash-landed on the moon.

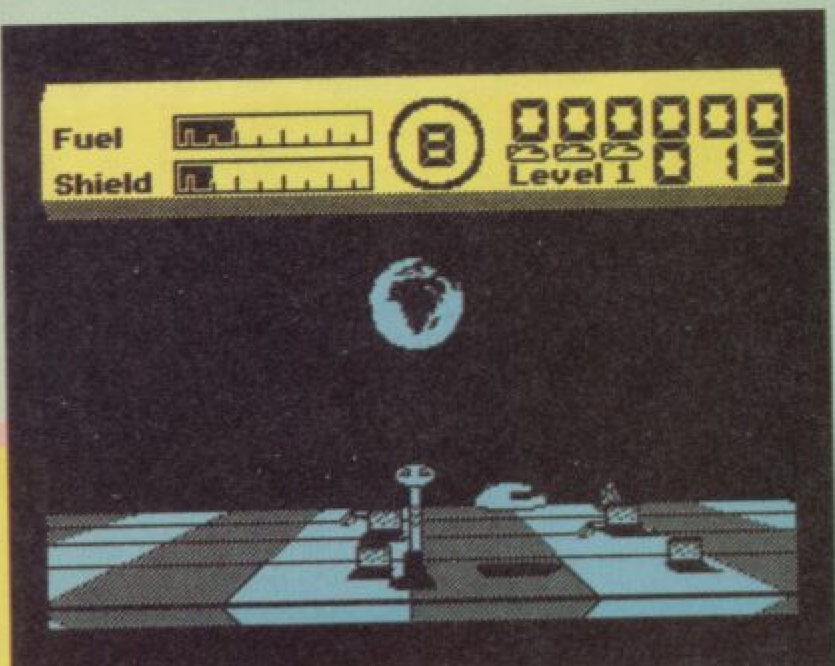
As is usual in these situations, rather than hang around and admire the scenery, Slaatn wants to get the hell out. Far from easy, especially as before he can escape he'll have to nobble the transmitters which are holding the ship down. These are scattered around several Earth bases, each guarded by a bunch of robotic heavies.

The game gets off to a good start, with a nice bitta Vivaldi to set the scene and hundreds of options and sub-options for people who enjoy tweaking things. After fiddling with these to your heart's content, inevitably ending up with them the same way as when you started, you launch into the first of four levels. These are each broken up into eight zones, which you may play in any order you wish.

Although Mr Cooke's games have always ranked highly playability-wise, he's tended to concentrate on graphical innovation to impress the socks off the public. *Earthlight* follows this tradition, in that while they may not look terribly original to the casual onlooker, the graphics feature a number of very novel touches.

The surface of the moon (covered in chequered lino for some reason), scrolls along at the bottom of the screen, with the earth gyrating majestically above. (Ooh — what poetry!) This causes shadows to be cast by the various blobs that litter the ground, which change according to their position in relation to the sun. Quite clever really, as the blurb goes to great lengths to point out.

LIGHT



Ah ha! Not a dreadful Scandinavian pop group, but an exclamation of surprise, meaning that those little boxes on the ground are the transmitters we're after. They should be easy to pick up too, 'cos I've already zapped all the aliens on this level. (Admittedly by crashing into them, hem hem!)

Your ship blasts off from its pad, and by careful manipulation of the keys (all re-definable of course), you can get it to whizz up, down, left, right and also in and out of the screen, dodging the droids as they come in for the attack.

Fortunately you've got plenty of missiles to chuck around, which are selected at the expense of shields and fuel before you start. Aim carefully, and you should find it fairly easy to dismiss the foe before they do too much damage. Some chase you around, while others follow set patterns (these are often the hardest to get past, especially if you've run out of missiles).

If you're wondering where all the depth we've been accustomed to in these games has gone, well there isn't much. For a change it's more or less a pure blaster, with no maps to make, puzzles to solve or other such strenuous activities. As long as you get the right balance of fuel and weapons at the beginning, your blood-thirsty instincts can then take over.

The overall impression I got is one of neatness. Nice tidy menu screens, well-spoken sprites and not a misplaced pixel in sight. Even things like the character set are polite, discrete, but do their job with a subtle smattering of finesse. Polished! I could practically see my face in it, as the nurses in the local intensive care ward will tell you.

I would've said that a touch more variety could have been incorporated, but *Earthlight* still kept me absorbed for hours. The plight of Slaatn can't be ignored until he's off that moon and safely back with his Arcturan chums, and I'm darned well going to do my best to help him.

Although not quite as inspired an effort as the author's previous works, *Earthlight* is an enjoyable romp among the craters of our satellite. What are you waiting for? The Federation of Arcturus II needs you!

YS CLAPOMETER

A scroller that's a cut above the rest. Most stimulating, thank you!

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■□□

8

SOLDIER OF LIGHT

Ace/£7.99

Sean You are Xain, (yes, I know it doesn't say that on your birth certificate, but this is the seriously serious world of Speccy gaming, not yer namby pamby everyday John Smith from 4A stuff), and you have been given the awesome task of saving all the planets in the galaxy (well, three of them anyway), from the evil invaders sent by the Empire.

Starting on the first planet, you progress eastwards along the volcanic surface, killing the invaders and tank thingies that attack and shoot at you whilst you attempt to play the avenging hero. Contact with the invaders will diminish your energy, whilst the tanks will kill you instantly. But you can avoid the tanks by using your trusty ol' rocket booster which is strapped to your back, to jump over them. Various weapons can be grabbed along the way too, ranging from a one bullet at a time gun, to a three bullets at once carnage maker. And as if killing invaders and grabbing weapons wasn't enough, you must also negotiate floating clouds, jumping from one to another à lá *Ghosts And Goblins*, before finally facing the Knight (Help me make it thr . . . sorry, I disgress) who lurks at the end of this level.

Having made short work of the Knight, you start to pack away your rifle and sarnies, when all of a sudden a message arrives —your mission on this planet is not yet complete. It's a hard life being a megahero. Completion of your mission can only be achieved by miraculously turning into a spaceship, and negotiating the waves of alien crafts which zoom at you from off stage right. If you manage this, then it's on to the second planet.

This is marginally more difficult, with flowers that eat you, birds which diminish your energy, and a rather nicely drawn dinosaur to slaughter in the middle. Then it's on to another spaceship section, which seems to be the same as the first, but a little longer. Unfortunately, I can't tell you about the third level because the version I played kept crashing after I'd saved the second planet.

Christian Urquhart, the author of *Soldier Of Light* has produced some pretty good games in the past, but sadly this is not one of his best. Sound is fairly minimal, the game is monochrome throughout, and although we cannot expect *Karnov* every week, I am sure colour and graphics could have been more effectively utilised. *Soldier Of Light* is also very easy to play, the spaceship section embarrassingly so, and I managed to complete two of the three sections within hours of picking the game up.

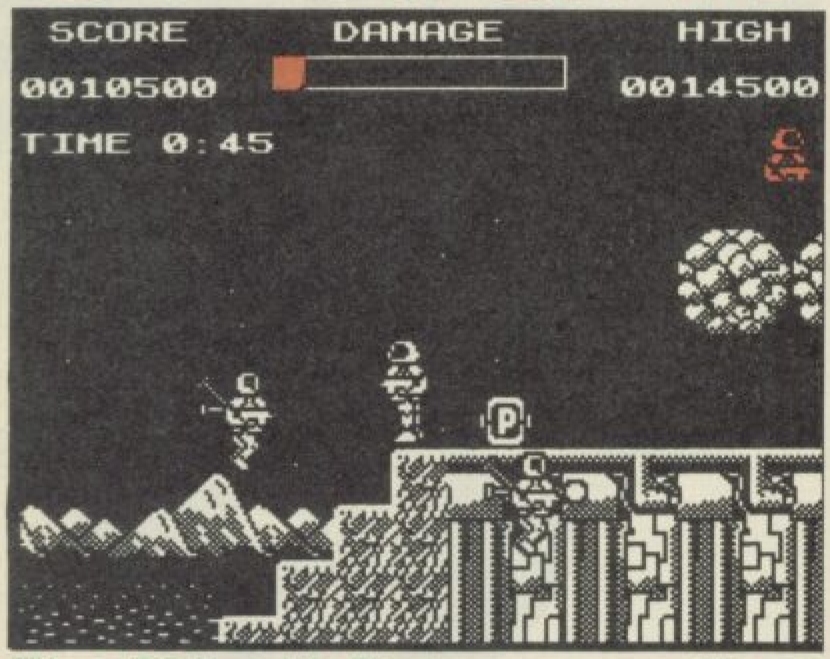
Unfortunately with this soldier, there is no light at the end of the tunnel.

YS CLAPOMETER

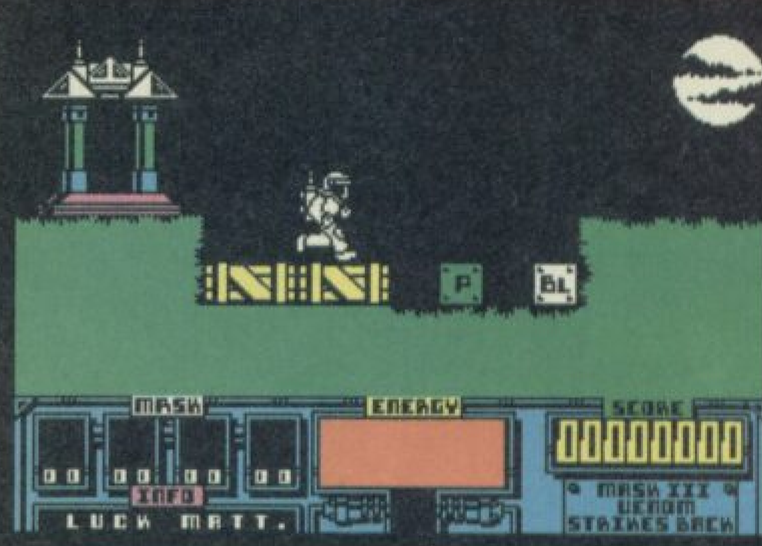
A disappointing coin-op conversion from The Edge.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4



'I'll have a 'P' Bob'—grab the 'P' to change your weapon, whilst avoiding and maiming the invaders coming out of the ship cunningly disguised as a Portaloo.



VENOM STRIKES BACK

Gremlin/£7.99

Jonathan (Which does most definitely NOT abbreviate to Jon-Boy Urgh!)

"I think they have us this time Alex. Only that evil genius Miles Mayhem could have kidnapped Scott from under our very noses. We'll have to think of something . . . and fast!"

If anyone is still reading, that tribute to great works of British literature, does in fact, form the basis of the plot behind the latest in Gremlin's *Mask* series. Reading on, we are informed that Scott (who?), the son of Matt Trakker (of course!), has been kidnapped by some suppressive mega-evil being. (T'zer's got nothing on Miles Mayhem!)

Behaving as irrationally as heroes do in these situations, Matt decides to get in there and rescue Scott alone, rather than pay the extortionate ransom being demanded. Good for him, I say. Unfortunately, Mask appears to have forgotten to pay the final instalment on its new space-fleet, because it hasn't got one! Undeterred, Matt decides to improvise and "borrow" a rocket from the lads at Venom.

There's one word to sum up what happens next, and it's an angagram of Nex' loo. In other words, time to rush around, blow things up, shoot off peoples' extraneous bits and score loads of points.

Now Venom has been busy since we last met, and it's come up with a whole new bunch of fearsome weapons for us to 'Oooh' and 'Ahhh' at. Definitely one to be wary of is the DNA-seeking missile, although if Matt's picture is anything to go by, he's 99 percent silicon, so he should be okay.

It's a shame that the game-designers were on a tea-break while this one was being written, as it really IS unnervingly similar to Mr Cecco's monumental hunk of coding, extra weapons lying around to pick up and everything. Maybe that's no bad thing in some respects, especially as quite a few new bits 'n' pieces have been tacked on, but it's hardly going to make heads turn and tongues wibble.

Prejudices aside, I'll have to admit that *Mask III* is probably the best of the trio (please don't tell me there are going to be any more, though) and it's reasonably good fun to play. Like *Exolon*, it's one of those games where you get ever so slightly further each time you play, so you won't get fed up with it too quickly.

It's nice to see that the graphics have been tidied up a bit since earlier instalments. No more lurid colours and eye-knackering scrolling, à la number two. Just well-defined sprites on a nice safe black background and a simple flip-screen method. Oh dear, we're back to That Game again . . .

Gremlin seems to have coughed up another of those "Hmm, um . . ." types of games, which *could* be worth buying, (you certainly won't be bored to tears by it,) but, well, eerm . . .

YS CLAPOMETER

Not a bad little blam 'em up, all things considered, but* Exolon's *four pee cheaper.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



Screen shots from CBM version.



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It's street! It's happening! It's well radical! It's two more pages in *Your Sinclair*! As L Ron Hatstand says, "Do you mind paying for lunch? I've left my cheque book at home." Yes, once again, we present . . .

STREET

YS HOROSCOPES

by Betelgeuse

CAPRICORN

(Dec 22-Jan 20) Life and the elements seem to be conspiring against you. Your favourite shirt's wearing out at the elbow, it's pouring with rain and you can't get *Match Day 2* to load. How about a little random violence to ease your worries? You know it makes sense.

AQUARIUS

(Jan 21-Feb 19) You've been rather overworked recently, but it's summer and you must get out into the fresh air. The question is – will the extension lead for your Speccy stretch all the way to the garden?

PISCES

(Feb 20-Mar 20) In the grumps? As you share a star sign with P Snout Esq, I prescribe a bacon, lettuce and tomato sandwich, with salt and pepper and heavy on the sarcasm. Haw haw.

ARIES

(Mar 21-Apr 20) I'm afraid you rather overdid it last night. No, don't bother to deny it – I can see those enormous blotches, the bruises, the red eyes, the grubby fingernails. And you haven't even got out of Division Four in *Football Director*. Shame on you.

TAURUS

(Apr 21-May 21) A shock awaits you, I'm afraid. For little as you know it, as you sit there bashing away at *Predator*, an enormous twelve-eyed alien iguana has crashed through the back door and is about to rip your head off. Don't turn round!

GEMINI

(May 22-Jun 21) Gemini the twins, they call them. Does that mean there's another one like you at home? YUK!

CANCER

(Jun 22-Jul 23) Romance is well starred this month, especially if you've got a copy of Martech's *Vixen* on order. WOOOAAARRRRRRRRR!

LEO

(Jul 24-Aug 23) Very macho, Leos. They eat broken bottles for breakfast, wear barbed wire against the skin, and support Millwall, as a general rule. Pity you aren't a Leo, then, isn't it? Go back to your own star sign!

VIRGO

(Aug 24-Sep 23) Embarrassing being a Virgo, innit? Think people can tell just by looking at you, don't you? Well they can! HAR HAR HAR.

LIBRA

(Sep 24-Oct 23) Sorry, nothing happening at all to you this month. Hard cheese.

SCORPIO

(Oct 24-Nov 22) Some spectacular planetary activity in the next few days should change your mood, what with Venus crashing into the Moon and Pluto turning into a giant eclair *(Yummy! Phil)*. You may even get beyond level one in *Crosswize*, too.

SAGITTARIUS

(Nov 23-Dec 21) Family problems loom this month – yes, your brother has 'borrowed' your Speccy and refuses to return it. Time for a brief chat, eh, chainsaw fans?

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	***We Are The Champions***/Ocean
2	(2)	***Out Run***/Sega-US Gold
3	NE	***Cybernoid***/Hewson
4	NE	***10 Great Games II***/Gremlin
5	NE	***Ikari Warrior***/Elite
6	(7)	***Match Day II***/Ocean
7	NE	***Konami's Arcade Collection***/Imagine
8	(6)	***Magnificent 7***/Ocean
9	RE	***Garfield***/The Edge
10	(1)	***Platoon***/Ocean

Quite a volatile chart this month, as we lose *Predator, Rastan, 720°, ATF* (now 16th), *Nigel Mansell*(14th) and *Gunship* (15th). *Predator* in particular, had a particularly short run – perhaps everyone agreed with *YS*'s less than enthusiastic assessment. But *Rolling Thunder* has failed to take off as we expected, and *Karnov's* absolutely nowhere. Could it be the curse of the *YS* cover games? **MB.**

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	*GhostBusters*/Mastertronic
2	(2)	*Kik Start II*/Mastertronic
3	(5)	*Super Stuntman*/Code Masters
4	NE	*Steve Davis Snooker*/Blue Ribbon
5	NE	*Dan Dare*/Mastertronic
6	RE	*Popeye*/Alternative
7	(9)	*Fruit Machine Simulator*/Code Masters
8	(6)	*Trap Door*/Alternative
9	(4)	*Way Of The Exploding Fist*/Mastertronic
10	(10)	*Soccer Boss*/Alternative

Charts supplied for *YS* by Gallup



TOP TEN BREAKFAST CEREALS

As compiled by the *YS* Munchers. Mmmm, scrummy!

1. Rice Krispies
2. Coco Pops
3. Golden Nuggets (ah – remember them!)
4. Frosties (they're GRRRRRRREEAT!)
5. Shredded Wheat
6. Alpen
7. Crunchy Nut Corn Flakes
8. Ready Brek
9. Shreddies
10. Weetabix

Also-rans . . . Puffa Puffa Rice, muesli to scour the bog with, Bran Flakes . . . yes, all the ones left in the Kellogg's multi-pack before the Saturday shufti round Sainsbury's . . .

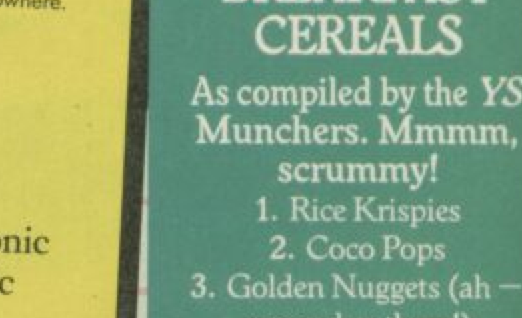
Adventures

1 *Venom*/Mastertronic
2 *Cricket Crazy*/Alternative
3 *Knight Orc*/Rainbird
4 *Football Frenzy*/Alternative
5 *Dun Darach*/Ricochet

Chart supplied by **Roger Hulley** at R&R Distribution.

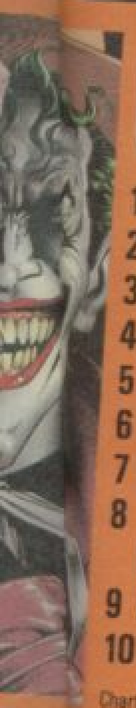
SAWN-OFF

Ever felt like sawing something in half? Or someone? Well now you can, and without spending 20 years in the nick as a consequence. The 'Big Sounder' Powersound Circular Saw – available from irresponsible toy shops everywhere – looks like the real thing and sounds like the real thing – but it won't lop your leg off if your hand slips at the crucial moment. Or anyone else's, for that matter. 'Cos it's totally phoney – and couldn't cut a long hop outside the off stump, let alone a plank of wood. *(Eh? Ed)* Still, it'll give everyone the willies sho' nuff (chortle)! The Big Sounder's made by Lanard Toys and costs about a fiver. Look out for those letters of complaint from angry parents in next month's *Your Sinclair*!



T LIFE

COMICS



1 ***Killing Joke*** (DC) Alan Moore/Brian Bolland
2 ***Hellblazer*** (DC) Jamie Delano/John Ridgeway
3 ***Swamp Thing*** (DC) Rick Veitch
4 ***Grendel*** (Comico) Matt Wagner
5 ***Hulk*** (Marvel) Peter David/Tod McFarlane
6 ***Amazing Spider-Man*** (Marvel) Michelinie/McFarlane
7 ***Daredevil*** (Marvel) Ann Nocenti/John Rokita Jr.
8 ***Dark Horse Presents . . . featuring Roachmill*** (Dark Horse) Motter/Seth
9 ***Mr X*** (Vortex) Sim/Gerhard
10 ***Cerebus*** (Aardvark) Vanaheim

Chart compiled by **Chris Campion** at Virgin Comics.

● A slight change in the way we're listing the chart this month. Most comix collectors refer to comics by the authors anyway, so let's see if it helps. So how's the chart? Not so bad, if you count the fact that my fave, the *X-Men*, has dropped out of sight completely. Still, it's good to see the most advertised DC comic of all time going to number one. I haven't gone into a single shop in the last week which didn't have the poster for this mag boldly displayed. I s'pose it's okay though, as it IS written and drawn by ex-*2000AD* bods, Moore and Bolland. Good to see the lads going places, even if it is only across the pond. *Hellblazer* is back in the running at number two, and good job too, 'cos now Epic's *Blood* is finished, there isn't a more scary 'zine on the shelves. John Constantine up to his usual nonsense with the demonic yuppies, I'll be bound. By some odd coincidence the mag which spawned John Constantine, *Swamp Thing*, is also doing very well, due mostly to its 'Suggested For Mature Readers' label on the cover. Ones To Watch: *Dark Horse Presents* . . . It's great to see an independent company taking a share of popularity, especially Dark Horse Comics, which has always had something interesting (and sometimes downright WEIRD!) to read. A fab chart, with the hint of something special to come when Marvel starts its new crossover series. But you'll have to wait until next time for news about that. **Phil**

Top Ten Cartoon Series

1. ***The Real Ghostbusters*** (who ya gonna call?)
2. ***Wacky Races*** (sassen frassen rassen)
3. ***Hong Kong Fuey*** (no. 1 super guy)
4. ***Scooby Doo*** (not including 'Scooby & Scrappy Doo' Yuk!)
5. ***The Hair Bear Bunch*** (here come the bears!)
6. ***Secret Squirrel*** (and Morocco Mole)
7. ***Captain Caveman*** (pronounced 'Captain Caaaaveman')
8. ***Fangface*** (howling good show. Sorry!)
9. ***The Drac Pack*** (anyone remember that?)
10. ***The Groovy Ghoulies*** (fnar fnar!)

Thanks to **Mark Reynolds** for his animating selection. *(Groan. Ed)* But where's *Top Cat?*

Rachael's back row film reviews

THROW MOMMA FROM THE TRAIN (15)

Danny DeVito, Billy Crystal

Hey – this is going a bit too far! Tossing a senior citizen off a speeding choo-choo. Let me meet the poor, old dear and . . . AAARGH! Throw her off! Throw her off!

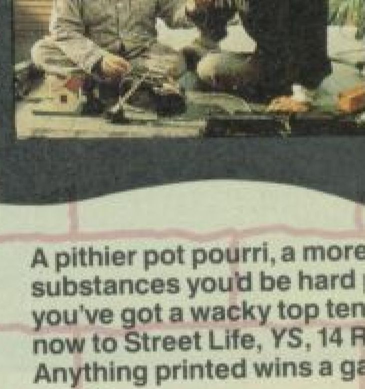
Not that I'm one to recommend euthanasia, you understand, but youth must have its way, and if the *only* way is to dispose of the ugliest, most aggressive, curmudgeonly old monster mother ever – then so be it. She looks like The Hulk on a bad day – only her temper's worse. Get rid of her immediately.

That's the attitude of small, round, harrassed and hen-pecked Owen (*Taxi*'s DeVito), who's been driven to unfilial feelings by years of child abuse . . . right up into middle age! What he really wants to be is a writer, only he hasn't a hope in hell while Momma's making life Hades. That and his total lack of talent, of course.

Then there's Larry (Billy Crystal from *Soap*), who is also a writer – only he can't get beyond the fifth word of his new novel. It would be a blockbuster but for the writer's block that his divorced wife's sudden success in the Jackie Collins' stakes has caused. So Larry is reduced to teaching a creative writing evening class.

And that's where he meets Owen – the sort of guy whose who-dunnit has only two characters – and one of them gets killed on the second page! In despair Larry advises him to take a lesson from The Master, and sends him to see Hitchcock's movie *Strangers On A Train*. Which is where Owen gets his great idea – he'll kill Larry's wife if Larry bumps off bumptious old Momma.

There's lotsa sicko laffs on this train journey into wildly funny felony, so buy a ticket and you may die laughing before the old lady. As for me – I'm modelling myself on Momma. Now, where did I put my stick!



SUSPECT (15)

Cher, Dennis Quaid

Who are you calling suspect?! Okay, so I'm slightly dodgy at times, but there's no need to get personal. Anyhow, I'm a lot less suspect than the bearded, stinking tramp that the police pull in, following the discovery of a body on the banks of the Potomac, Washington DC.

Who has any time for an apparently psychotic down and out, given to outbursts of violent behaviour? Not the cops or other decent citizens, that's for sure. But there is a bright light on the bum's horizon, in the skinny shape of public defender Cher, champion of the persecuted.

Out of her over-developed sense of fairness (and under-developed sense of smell — her client is well whiffy), she soon realises that the tramp is in fact deaf and dumb –



hence his apparent insolence. But more importantly – she believes that he's innocent. Only none of the neatly uniformed cops or the nicely dressed judge is willing to give him a chance.

By the time of the trial things don't look too good, even if the tramp has been given a bath, a shave and a suit. Salvation comes in the shape of a reluctant jury member, and what a shape it is – none other than mega-hunk Dennis Quaid.

He immediately falls for Cher, but has to wait until she's less busy before he can fall into her bed. Hey, any time you're working late you can send him on over to me, honey. Cher and share alike, eh! But I digress.

Together the two of them work secretly and break every law in the book to uncover . . . well, what they do uncover is a lot more complex than the simple killing first appeared. This is a classic mix of courtroom drama and detection, with a chunk of corrupt conspiracy thrown in – and it all has to be investigated away from the eyes of the judge.

Cher is better than ever in *Suspect* and as for Dennis Quaid . . . *(Take her away – she's making the paper all soggy. Ed)*. I suspect you'll like this, so sign up for jury service immediately!

A pithier pot pourri, a more coruscating cornucopia of charty substances you'd be hard pushed to find, say we. *(Eh?Ed)* But if you've got a wacky top ten or a truly pitiful lightbulb joke, send it now to Street Life, YS, 14 Rathbone Place, London W1P 1DE. Anything printed wins a game and a gleaming new badge! Crikey.


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THE FURY

Tommy Nash dons his driving gear for a spin on Martech's new race 'em up, *The Fury*! Vrrroooom!

Vvvvrrrroooooooommmmmmm!!! Here we are, all on the track and waiting for the countdown. All systems okay, so my computer tells me, and I tighten my grip on the leather bound steering wheel as the countdown drops to zero. Bang! My foot stomps on the accelerator pedal and the car takes off like a cannon shell, up, up, up the side of the curved track as the momentum carries me. The pack sorts itself out, and I slide into position. The cross hairs on my heads up display, focus on the car ahead. He spots me drawing a bead on him, and swerves up the track over my head . . . but the tracking computer has got him and pulls the steering wheel almost out of my hands as my car follows him up the track. I glance out of the window to my right, and far below I can see a white car, a Revenger I think, shooting a rocket into a red Harlet which bursts into flames and veers off the track into space. The tracking computer bleeps and I let my own rockets fly, trashing the car ahead, pushing it out of the way. That's the way it goes on the Rim . . .

The year is 2045AD and on a giant Rim, a gutter shaped track in orbit around the artificial planet of Devs, the Rim Racers race for money. The spectacle of these dangerous, often deadly, races is covered by The Network, a systemwide television station who construct the Rims and sponsor the races, training the racers and cleaning up on advertising. Several racers have inexplicably disappeared while racing at top speeds, the first of which was a driver called Viktor Anome. He and his car reappeared, but Anome couldn't say what had happened. All he could say was "It's The Fury . . ." What happens to the vanishing racers is a mystery you'll have to unfold for yourself.

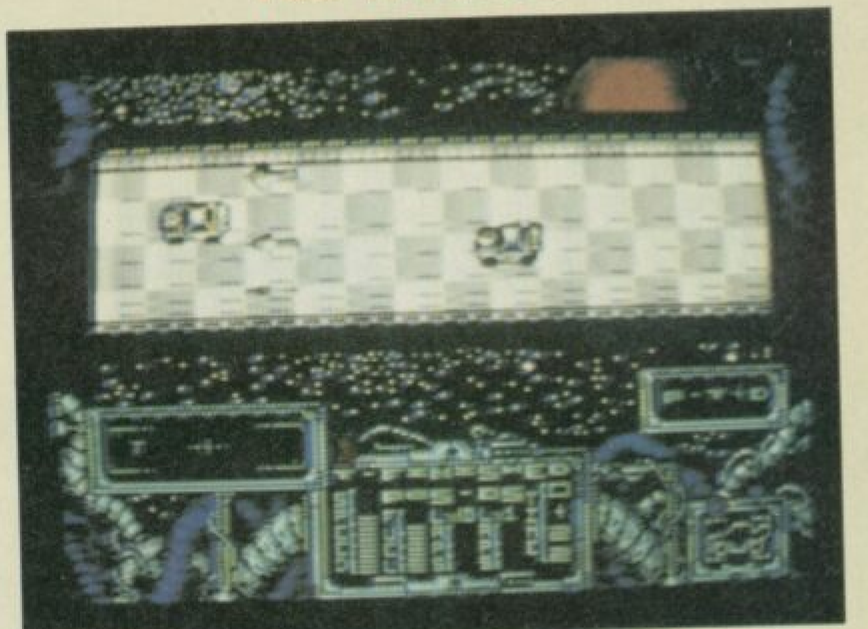
The Fury is a new style of racing game, where you race around a huge track, in cars fitted with missiles and flame throwers. The aim of the game is to qualify on each race. On some races it's a speed trial, on others it's a question of killing your quota of Nids, or young unqualified racers. Other races are Tag Races, where a driver is nominated randomly by the computer. That player is IT, and has to tag another player by touching them, then that player is IT. The player that's IT when the computer targeting computer reaches them, is blown sky high. So goes the life of a Rim Racer in Martech's new game *The Fury*, a futuristic road racing game from the team that brought you *Nemesis The Warlock* and *Slaine*, Creative Reality.

It's a game based on achievement, where you have to earn some money in order to get on in the game. In order to buy missiles and flame throwers, repair your car, fill up with fuel, or buy an escape pod, which shoots you out of your car at the first sign of trouble, you have to have enough dosh. All this means that the game has a very steep learning curve, making it as much of a challenge the first time you play it, as it does when you're really good at it. It gets easier to play, the more weapons you have, but the obstacles and the speed of the game get tougher as you go, meaning you'll never get bored. And there's always The Fury of course . . . that's a nasty little shock I'll let you discover for yourself.

FAX BOX

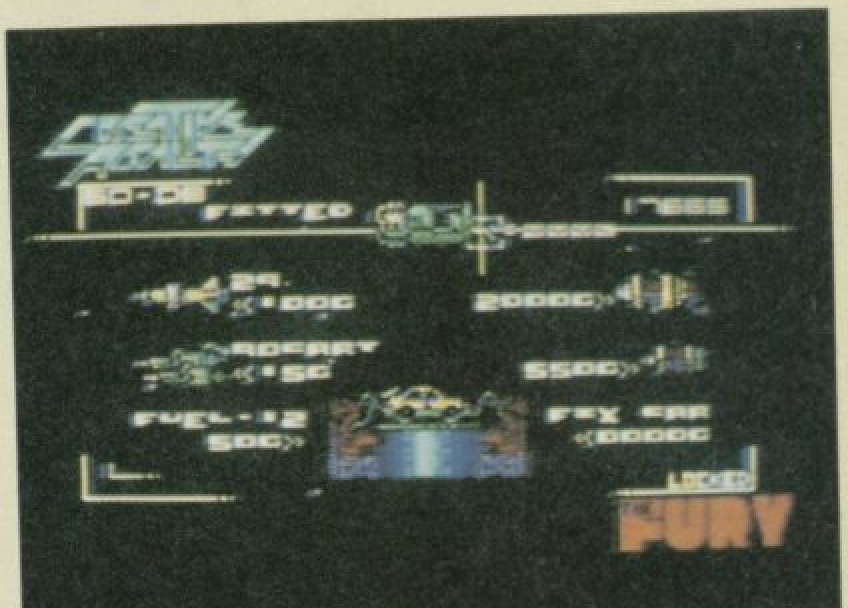
Game	The Fury
Price	£8.95
Publisher	Martech

Fast 'N' Furious



You have to really be very good to make it through the first few levels without getting nuked, and you have to pay a great deal of attention to which sort of race you're entering. If it's a speed trial, you have to go for it as fast as you can, but don't forget that you have a brake as well. Preventing yourself from getting trashed can be as important as crossing the finishing line.

Choose Your Weapon



Here's a selection of the weapons you'll have to choose from in *The Fury*. On the left we've got the missiles and machine gun shells, in the middle at the top it's the escape pod, and to the right you've got the heavy gauge flame thrower on top and the small gauge flamer underneath. Fuel and repairs cost money too, and you can take as much as you can carry.

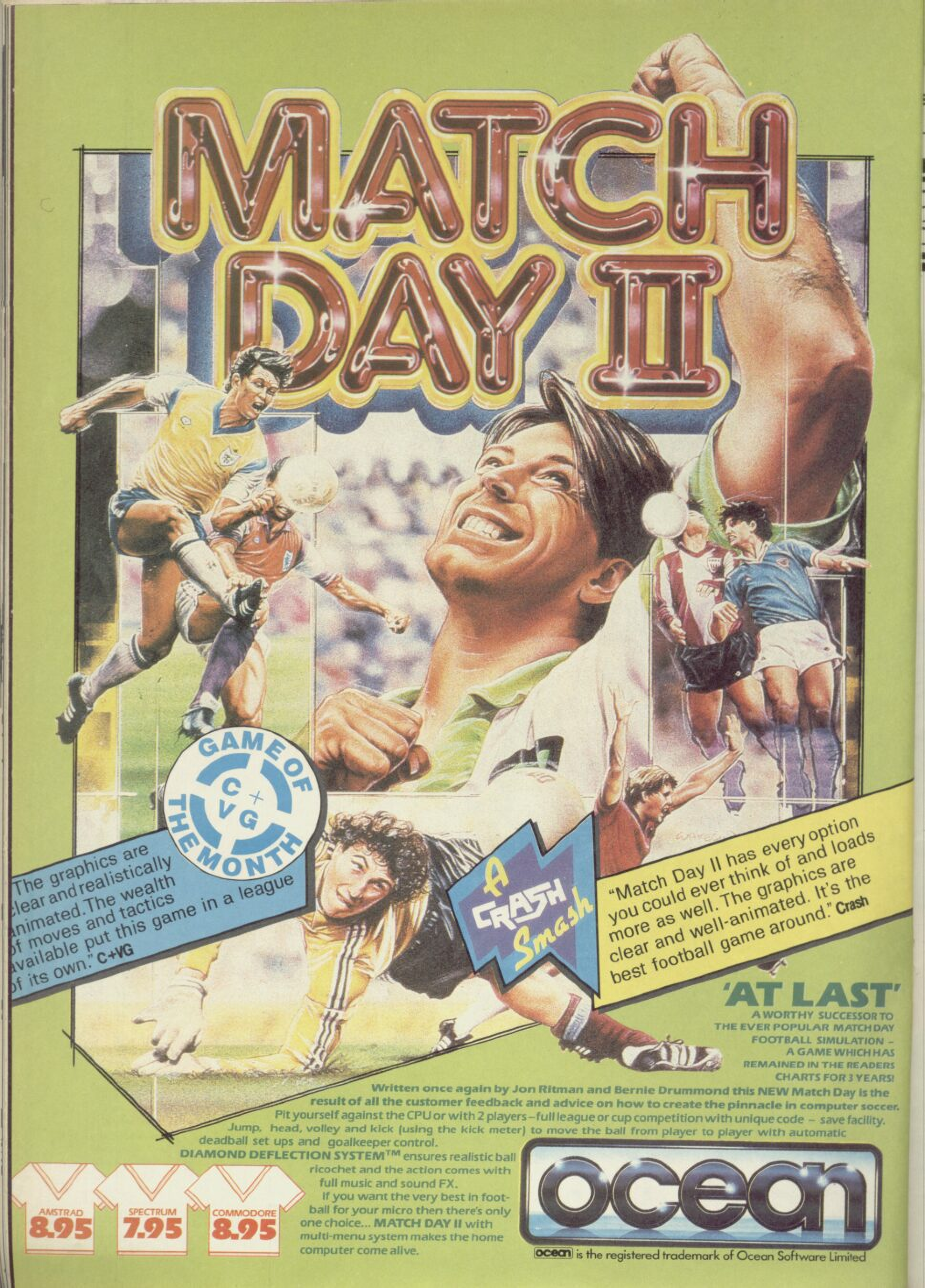
Slice 'N' Dice



Suddenly your car explodes into a thousand slices and scatters across the track. In the inky blackness a strange alien creature can be seen . . . a voice intones inside your head . . . "We all die sometime . . . but few will burn forever . . ." Before you even have time to scream you find yourself back on the track hurtling across the finish line. What was all *that* about!


THE FURY


YOUR SINCLAIR
POSTER
martech



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The graphics are
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nimated. The wealth
f moves and tactics
vailable put this game in a league
f its own." C+VG
A CRASH Smash
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THE PRIZE GUYS

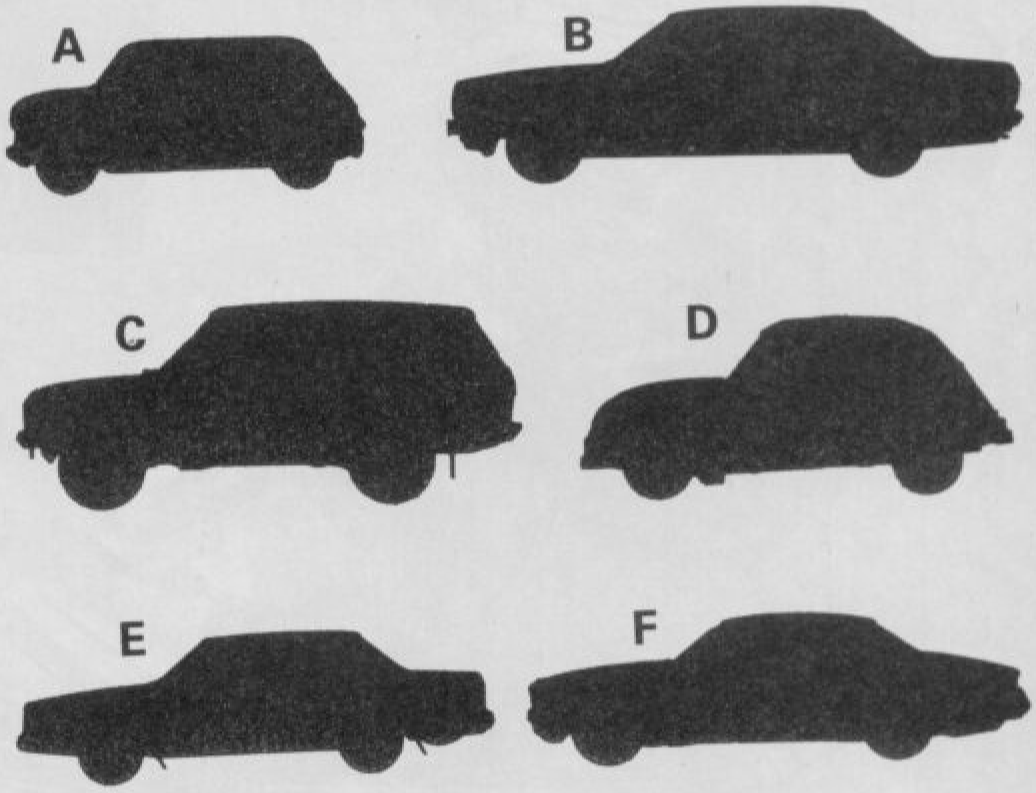
Flippin' eck what a whopper of a prize. A radio-controlled jeep worth over £200! What's more it comes completely in kit form so you'll have loadsa fun building it yourself. Brrrrrrrrmm. The five runners up wind up in top gear too, with a copy of *Vindicator*, a T-Shirt and a selection of glossy colour posters.

We're talking BIG prizes here! So, whaddya have to do to win? Sell your granny? Climb Everest? Nope, it's a real cinch to enter!

QUESTION TIME

Forget Trainspotting 'cos you'll need car spotting skills to win in this compo. All you've got to do is have a butchers at the silhouettes of these well-known makes of car and try and identify them. To make things even easier, we've printed a jumbled list of the names of the cars shown. Once you know the answers fill in the coupon and send the whole lot, or a photocopy, to Jeepers Creepers Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. So, for example, if you think car A is the 2CV, fill in 'A' beside that name on the coupon.

Vindicator, two dicator, three dicator, four. If you saw the preview of *Vindicator*, otherwise known as *Green Bert II*, in the last issue, then you'll already know what a corker Ocean's new arcade release is going to be. If you didn't — why not?!! The game's split into three parts — first there's the bombing section which takes place above ground. Here the Vindicator, or our Vinny (also known as Green Bert), races across scrolling terrains bombing everything that moves. Once he's done that he gets to drive his own Jeep across the terrain, until he comes face to face with a real muther of a lobster. The second section takes place underground in a maze of corridors and the final section can only be described as very *Rolling Thunder!* Play it — you'll be hooked. And it just so happens that Ocean is giving away *Vindicator* plus some other pretty nifty prizes in our fab'n'groovy compo.



You can't clamp my style — I spotted all six and here's my answers to prove it.

2CV .... Jaguar .... Range Rover ....

Volvo .... Mini .... Mercedes ....

Name ....

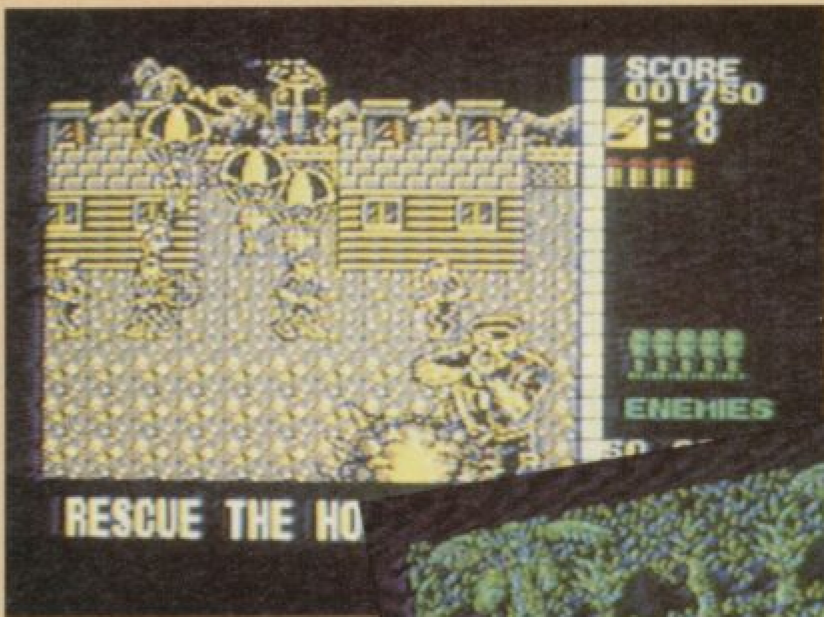
Address ....

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.... Postcode ....

GO FASTER RULES

- Employees of Dennis Publishing and Ocean will be beaten into a pulp if they attempt to enter this race.
- Cross the finish line after July 31st and you might as well buy a C5 'cos you've no hope of winning.
- You're under starters orders, so no bickering with the Ed — unless you want to end up with a puncture!



Level 1: Communication Setup

There's a lot to clear from the screens in *Operation Wolf*, and no more so than in the first level. The parachutists will land and run away, only to return later to fill you full of lead, or lob grenades at you. As you can see in this screen, a grenade has just exploded on you, (yowch) at the same time as the big guy at the front shooting you several thousand times, causing the damage pointer to glow red.



Level 2: Jungle

Then it's a quick dive into the jungle scenario, where you're pursued by still more heavily armed bully boys. You have the added hazard of a bunch of paramilitary thugs who're on the river in a speedboat, nipping past at speed showering bullets in your direction. There are also a few guys running along the river on the other side. You can see your sight quite clearly in the center of the screen.

Level 3: Village

Once out of the jungle section you plough headlong into the native village, where you face a similar barrage from still more enemy troops. One of the enemy has successfully lobbed a knife into you at this stage, as you can see at the bottom left hand side of the screen. Falling down the screen is an extra anti-tank bomb icon. Shoot that, and it flys off the top of the screen, and boosts your green bomb ammo.





Level 4: Powder Magazine

The helicopters are back in the Powder Magazine section of the game, joined this time by some rather mean armoured cars. You get a tally of how many enemies you've shot or blown up along the side... yes, where it says Enemies! For example on this screen you've shot 80 footsoldiers, and blown up seven helicopters and seven armoured cars. Unfortunately you haven't allowed any hostages to escape. Maybe you shot 'em in the rush?



OPERATION WOLF

***Operation Wolf* Ocean's brand new Taito coin-op conversion, makes it onto the Spectrum with a bang! *Phil Snout* loads up his Uzi machine gun and shouts "Rescue The Hostages!"**

Operation Wolf, if the arcade machine charts are anything to go by, is the world and its mum's fave coin-op this year. Part of the reason for its ultimate success has to be attributed to the flippin' great sub-machine-gun mounted on the front of the cabinet. The other reason besides this obvious (although an enjoyable bit of brratt-a-tat) gimmick, is that there's a brilliant and even challenging arcade game in there, being one of the most frantic shoot 'em ups ever! Okay, p'raps that's a little rash, but it is a brilliant arcade game, and I strongly recommend you leap into the nearest arcade and spend all your money on it!

In the coin-op, you are a mercenary in the employ of some seedy government somewhere, and you're being paid to rescue some sensitive hostages from a distant foreign land. You see the game from the mercenary's point of view, and gun in hand you prepare to blast your way through the six levels of the game so you can reach the airport with your hostages, and your wits, intact. In the Spectrum version, rather than a gun in hand you have a cursor or sight on screen, which you move around the screen shooting at everything in view. Tanks, airplanes, hardnuts with knives, grenades and machine guns. There's lots to do, and more action than most people can handle. Are you up to it, soldier?

So Ocean's version doesn't have the gun to bolt on to the front of your Speccy... but what it does have is a brilliant game! The graphics, by a very talented young man called Ivan Horn, are frankly stunning, and as true to the original graphics as you can get. It's fast too, courtesy of champ code writer Andrew Deakin, and equal to the arcade in toughness. I've seen the Speccy version and the arcade version side by side, and there isn't much in it, speed and playabilitywise. Okay, so there's a lack of colour in the Speccy version, but we're used to that, right? What colour there is, is nicely employed and appropriate. The music, like all the current crop of Ocean releases, is by keyboard ace Jonathan Dunn and again this is totally faithful to the original music score. Obviously the 128 music is a little better than the 48, but even so, even on the diminutive Speccy the music is lively and exciting, really getting you into the game.

It's interesting to note that Jon has his own music studio at Ocean Central, and writes the music on the C64 (spit), before porting it down to the 128 and 48K Spectrums. Another interesting fact is that all the Spectrum versions of Ocean games are designed on Atari STs and ported down to the Speccy afterwards. I asked Andrew Deakin why this was. "It's faster developing a game's code on the ST, 'cos then you can port it down to the Speccy and all the Speccy's memory is free to play the game. If you use an assembler on the Speccy, you'd have to assemble and run it separately, powering down the machine in between. This way's much quicker, and you can afford to try original new things that you wouldn't ordinarily have time for. Fast, eh?" So how long does it take to do a game like *Operation Wolf*, Andy? "About three months on this system." Wow! That's a bit quick, I think you'll agree.

So there you have it, ladies and gents. The finest shoot 'em up money can buy. Check out the screens for more info about *Operation Wolf*. We think you'll like it! I did!

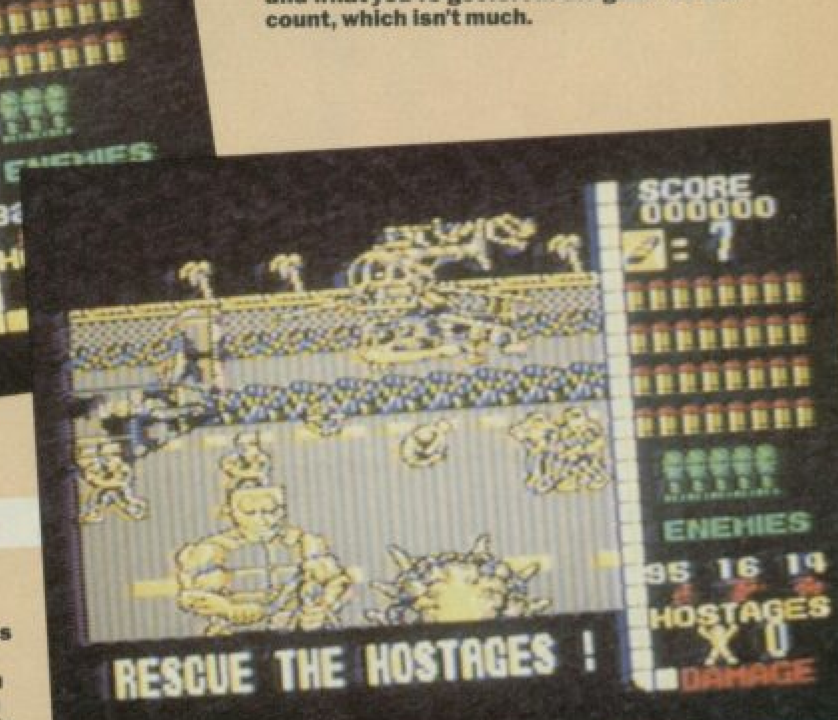
FAX BOX	
Game	*Operation Wolf*
Publisher	Ocean Software
Price	£7.95

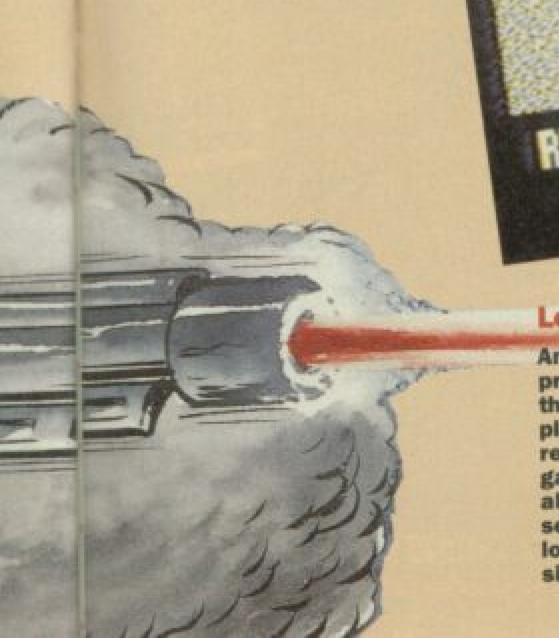




Level 5: Concentration Camp

The big Arnie Schwartzenegger types in the crew cuts and the bullet proof vests have to be hit in the head, as they are obviously impervious to any other shot. So, aim high if you want to get these guys. But go a bit carefully with the old bullets. Y'know it's easy to blast away regardless, but you've only got seven magazines of bullets left, and what you've got left in the gun... 31 last count, which isn't much.



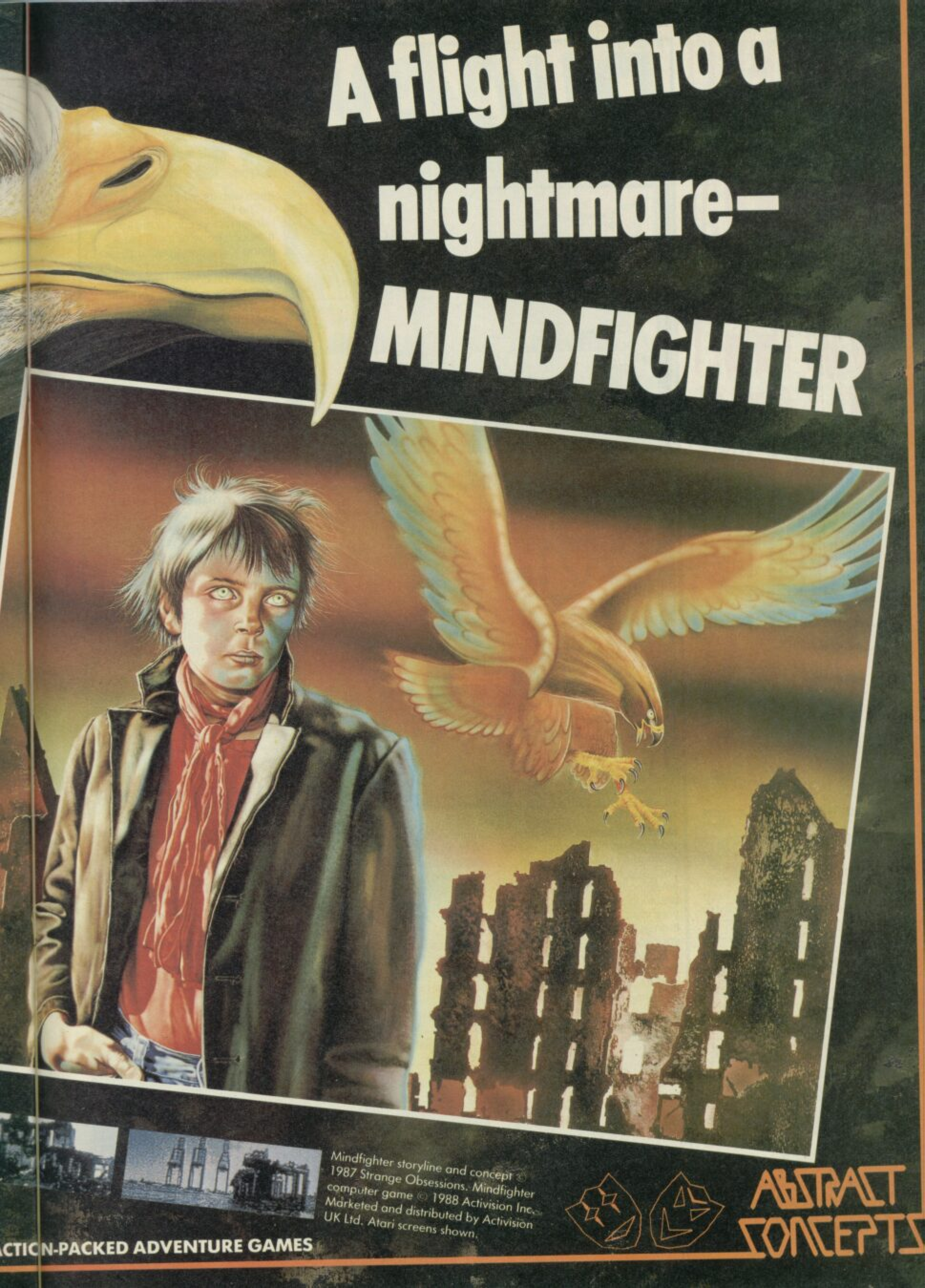


Level 6: Airport

And finally, you and the hostages you've protected all the way through the game, get to the airport, where you must all make it to the plane. This is where the quality of Ivan's graphics really shine through, the final section of the game at the Airport, with all the planes and men all crammed into one explosive screen. You can see a grenade coming towards you here, which is lobbed from the centre distance and grows in size until it explodes on the bridge of your nose.



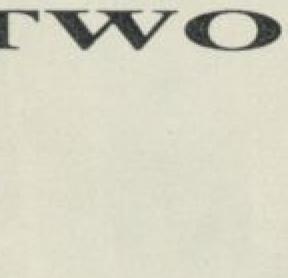
The year is 1987; Robin, an 11 year old boy with phenomenal psychic powers is in a trance. His mind has left his body and travelled through time, taking him to a post-holocaust Southampton ruled by Fascist forces — The System.
Everywhere is bare, scorched and desolate. He is totally alone!
The friends he left behind are powerless to help him as they stand over his inert body, watching transfixed as his fluorescent green eyes reveal like a TV screen the horror and devastation of his surroundings.
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MINDFIGHTER — THE FIRST OF A NEW GENERATION OF ACTI



A flight into a nightmare—
MINDFIGHTER
Mindfighter storyline and concept © 1987 Strange Obsessions. Mindfighter computer game © 1988 Activision Inc. Marketed and distributed by Activision UK Ltd. Atari screens shown.
ABSTRACT CONCEPTS
ACTION-PACKED ADVENTURE GAMES

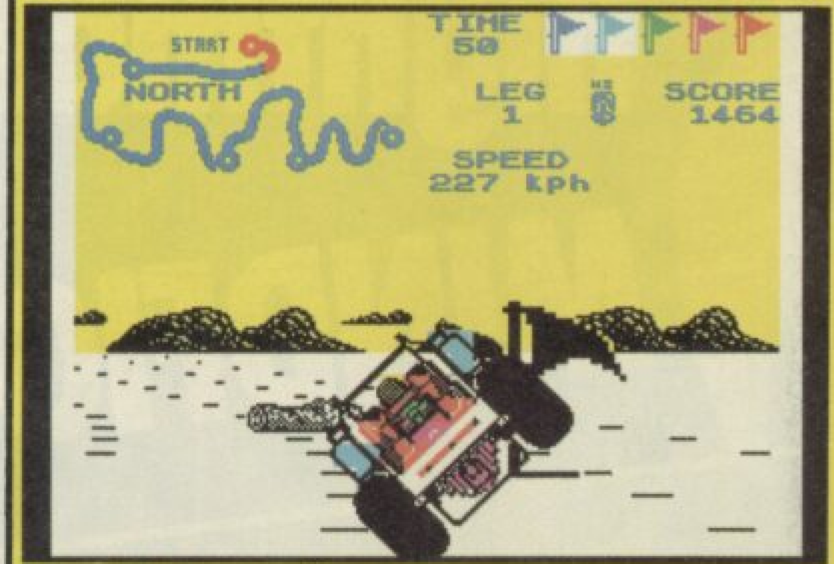
SCREEN SHOTS

PART TWO

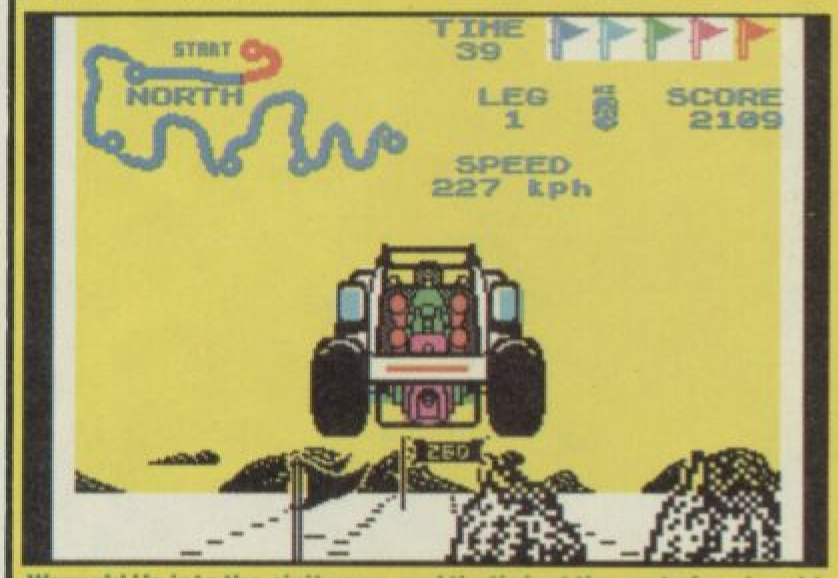


***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

BUGGY BOY



Yuroop! Diced carrots all over the road again! Actually, hitting a small stone and tipping onto your side can be quite useful for squeezing through tight gaps. Note the mini-map showing how far I've got (ie not very).



Worugh! Up into the air it goes, and that's just the rest of my lunch! At least I miss out on a few obstacles this way, and with any luck I'll return to earth just in time to grab the bonus that's rapidly approaching.

Elite/£7.99 (cassette) £11.99 (disk)

Jonathan If bouncing up and down at a cool 150mph with boulders, trees and hedges whistling towards you at neck-breaking speed sounds like your idea of a good day out, then go away! We don't want your sort around here!

Picture if you will, a sort of *Enduro Racer* clone, but instead of sitting on a bike you're squatting precariously in a four-wheeled buggy, with very little in the way of mod-cons. (Judging by the size of its tyres, your Ronco battery-powered pump could do with a bit of adjusting). Ahead of you is a terrifying off-road course strewn thoughtlessly with unthinkable hazards. To make things worse the clock is ticking down and you've got to make it to the end of the course before the time runs out.

Okay, so there's nothing new there. *Buggy Boy* does little to further the cause of original thinking, but it takes some beating in the playability department. And there are a few surprises lurking among the obstacles too.

Rocks, trees and lamp-posts, a few tunnels and bridges all appear to test your skill. The road is also lined with millions of flags which, if collected in a certain order, will give you billions of points. There are also trillions of bonus gates, and a few time gates too which will add to the time you're allotted for the next stage of the course.

Huh? Stage? Course? Yup. The game is split into five courses, (which multi-load on the 48K of course —borrr-innggg!), the first of which is a sort of practice one, which gives you a taste of things to come. As for the rest of 'em, well the nomenclature (look it up —it's a goodun!), leaves a lot to be desired as they're called north, south, east and west. They're all split into a number of stages too, each with its own time limit.

The tracks more or less get harder moving down the list, although none of them are going to overwhelm you. (Even I managed to finish a couple of them!) The driving technique tends to be a case of shutting your peepers and hoping for the best most of the time. Everything rushes towards you at a nerve-wracking speed, and you'd be advised to try and aim for the logs, which cause you to jump into the air and, hopefully, over a few boulders and fences at the same time.

Probably the main let-down point is the graphics. Rather than store loads of frames for each object as they come hurtling towards you, Elite has chosen to magnify the sprites to make them get bigger, leading to a definite chunky look. Sneaky, but messy. Colour is also a bit, well, sparse. Fortunately these things tend to go unnoticed in the heat of the moment.

This leaves you only to query the total lack of any detectable sound whatsoever on the version for weedy standard Speccies. For 128K owners though, you get some good tunes and a fairly reasonable flatulating engine noise, but I can't help but shed a tear for the rest of you.

But who cares, eh? *Buggy Boy* is fun, and that's the main thing after all. Although a large amount of luck is involved in negotiating the courses, the collision detection is pretty gullible, so you don't wrap yourself around as many rocks as you might imagine. It's a case of trying to manipulate it in your favour, really.

Although it could easily be scoffed at as just another racing game, *Buggy Boy* more or less manages to hold its own (Oo-er!), against the rest of them. There's not much variation between tracks, and it's a bit scruffy in appearance, but what it lacks in refinement it makes up for with speed and action-packed-ness. Potential *"Super Champs"* contestants may well be impressed.

YS CLAPOMETER

Fast, rough but nothing startlingly new. Don't play it after a heavy meal!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

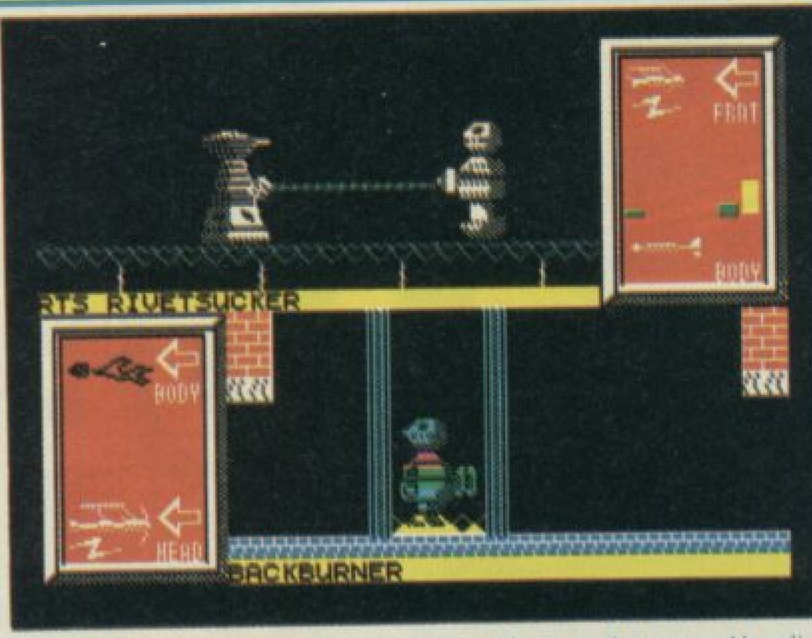
CYBERKNIGHT

CRL/£7.95

David Is there life after death? Is the C5 truly groovy? Well much as I'd like to engage in such amazingly existential topics, the real questions I gotta ask are these: is this a platform game, a shoot 'em up or just a sheer load of tripe?

Who knows, maybe *Cyberknights* is all three. Trouble is, this kind of stuff died out with the dinosaurs. I mean I know we all wowed over the junk coming out in 1982 (there wasn't anything else), but that's no reason to thrust abysmal graphics in our faces these days — not for eight whole spondoolics anyway!

The game is a battle against either 10 of the computers own Cyberknights, or another player in addition to the computer. It's played in a maze of un-imaginative passages, groovy anti-gravity channels, life-sapping drops and other useless features. And basically you must hunt down and destroy your megaplas and metal chums. Simple, innit? Actually no, 'cause even if you do have a whole arsenal of killing gear to choose from, there's never enough time to get to the keyboard before the life is blasted out of you. To win this one you gotta be devious — or just run for your life!



Some structures are impervious to your lasers, but with others you can just sit around shooting through walls and floors — not that this always works 'cause they can do the same, natch. Actually, the best way I found (except with the bug-like efforts on the second level), was to superimpose yourself and blast. It's hard on the joystick fingers, but at least it's somewhat effective.

Collect all the moneybags dotted around and destroy the enemy and you're promoted to the next level. This means lots of credits for the design program, but not much by way of points. Not only that, but once at the higher level, that's where you stay until you reload (masochist!).

That design-a-bot program I mentioned, on the flip-side of the cassette, allows you to play Frankenstein and create your own Cyberknights or modify existing ones. That's where the credits come in. Design a new Cyberthingy and you've only got 500 credits to play with, but as you win more battles they go up, so you you can re-load a Cyberknight saved from the combat program and add bits. Perversely, a friend of mine, *(You have friends? Ed)*, often favours the design stages of games, so this will suit him to the ground. But personally, I have better ways of to occupy my time than playing a few bouts of *Cyberknights*, my own designs or not.

I truly hate saying "I told you so," but if you want to pay 1988 prices for a 1982-style game, be my guest.

YS CLAPOMETER

A lousy shoot 'em up-platform that lets you design your own Cyber-wotsit, but you'll probably bin this one long before.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4

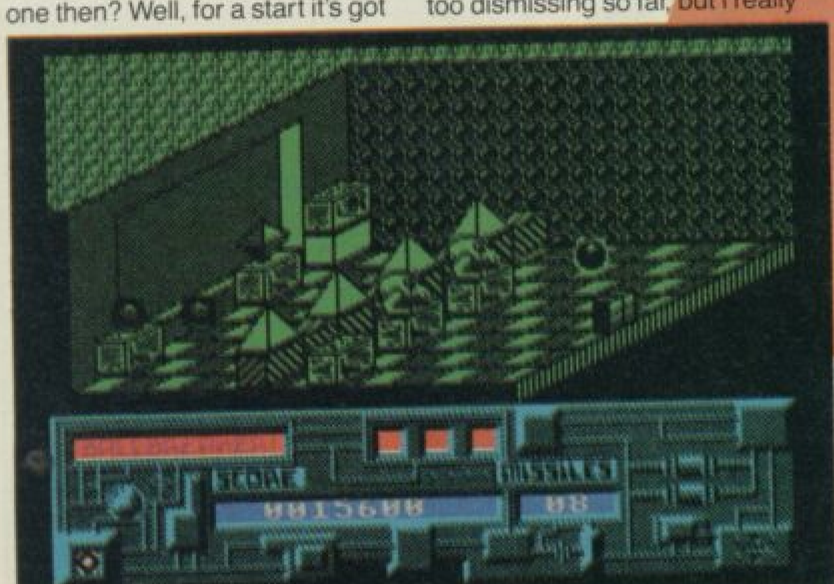
BALLBREAKER II

CRL/£7.95

Jonathan Bats and balls. I've had 'em up to here, and I cannae take any more! So the last thing I want to find mercilessly crushed through my letterbox is yet another member of the *Breakout* clan.

So what's different about this one then? Well, for a start it's got thirty screens, designed by such illustrious industry-characters as the editor of *Amstrad User*. There are loads of different types of blocks, and your bat has missiles as a standard fitting for those really tricky situations. Oh yes, and it's in 3D.

I hope this lot doesn't seem too dismissing so far, but I really do think it's about time for a few fresh ideas around here. Even the 3D gimmick isn't new — this is number two in the series. The original got a reasonably warm reception when it arrived, but somehow I don't think the *Ballbreaker* format can take another round.



However, every game has its good points, and this one's no exception. There are plenty of different types of blocks stacked up to bash away at, some giving extra lives or missiles, others requiring devious tactics to remove them. And bombs destroy adjacent blocks when hit, quite a nice touch.

Being in 3D, of course, everything's a bit lacking in the old R, G and B, but the graphics are nicely detailed and move smoothly. It all slows down pretty significantly when a lot is happening on-screen, but that's not terribly often as you might imagine.

Unfortunately, other than look nice on the packaging, the 3D practice. Needless to say, I didn't get through many screens, but none of the ones I saw seemed to be terribly inspiring.

Once again, not wishing to appear in any way negative, I'll mention the up-to-the-minute pointer on the menu screen, the almost listen-to-able tune and the rather amusing way that the screens' names are printed up.

Despite these vague glimmers of hope, *Ballbreaker II* really is just another you-know-what rip-off, but his time in 3D. Shucks! P'raps next time, eh?

YS CLAPOMETER

3D variant of a game that worked a hell of a lot better with just the two dimensions.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

TARGET RENEGADE

YOUR SINCLAIR MEGAGAME

Ocean/£7.95 cass/£14.95 disk

Macca I'm not really a sadistic, I-luv-violence sort of person. Honest! You don't believe me? Yeah? Fight 'bout it? You come 'ere an' say dat! Anyday mate! Ahem, well okay, I like vapourising the odd bug-eyed extra-terrestrial on my birthday, and, yes, I suppose I'm a martial-arts freak, but I tell ya, no matter how pacifistic, wimpy or down-right chicken you are, *Target Renegade* will awaken your most primeval instincts and have you drooling in violent ecstasy.

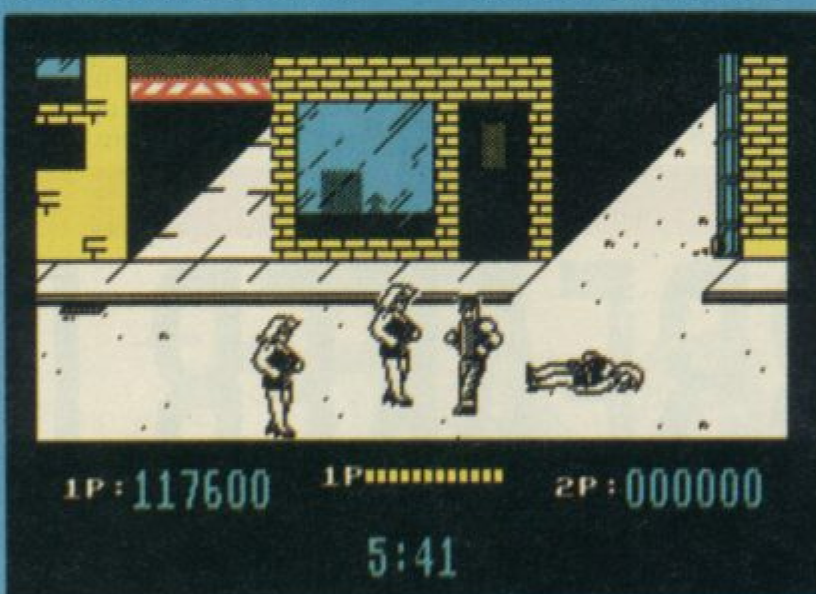
Scumville (sounds like a nice place), is a corrupt city, so corrupt in fact that even Guinness share-holders wouldn't touch it with a transatlantic cable. It's ruled by the modestly named gangster, Mr. Big (in the interest of good taste, I have omitted all "big parts of anatomy" jokes here). Your brother, Matt, obviously a suicidal cabbage-head, thought he'd investigate the malignant machinations (and bad alliterations), of Mr. Big. Surprise! Surprise! Matt was later found underwater still wearing his trendy concrete Espadrilles, and you, Renegade, have only one thing on your mind — vengeance.

Since his last excursion, Renegade has grown up — he's taller now and glides smoothly over the screen like Wacko Jacko himself. Unfortunately, his numerous antagonists have also been at the steroids and are bigger, eviler, seedier and badder than ever before — and they get harder and harder (oo-er) to beat. From prostitutes to punks, breakdancers to bodyguards — all slide out to take turns in pulping you.

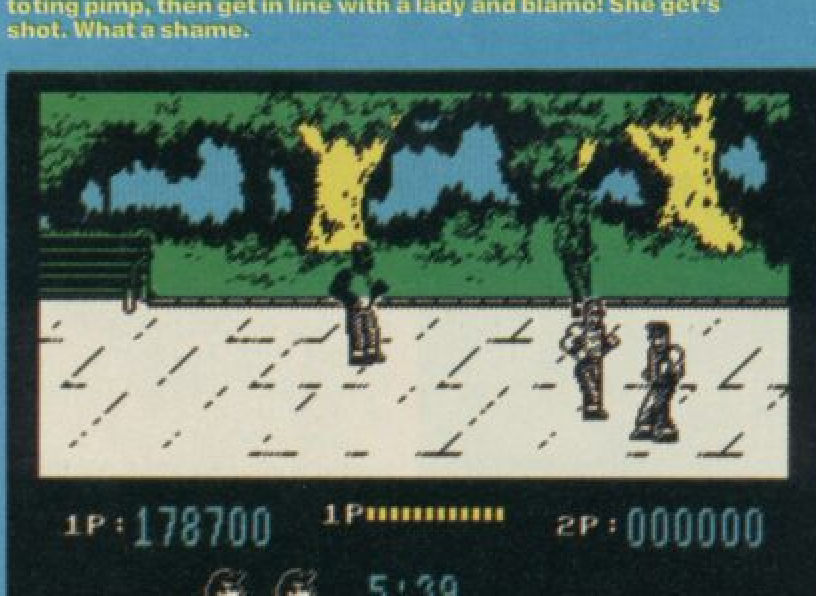
In this sequel, there are five loadable rough-tough, smelly city parts — the multi-storey car park, the street at night, the park, the shopping mall, and ultimately Mr. Big's bar. Each has its own selection of burly, brick wall types (you know them, all weight-lifting and no conversation), who crowd in and attack you from all sides with punches, kicks or blunt instruments. All knock you dribbling to the floor and chop off a chunk of your energy.

To defend yourself, you have a simple, manageable range of karate moves. There's no "Oh-no! I've used the spinning front snap telescopic groin kick, instead of the jumping rotating side thrust punch!" — the moves are easy and effective. Foremost is the beautiful flying kick, then there's an elegant back-kick, followed by punches and the eye-wateringly realistic knee-in-groin move.

Graphic variation in a game like this is obviously limited, but Dawn Drake's design of the enemy is brilliant and actually has character. Spiky-haired punks, stilletoed ladies of the night, and bulbous gnashing dogs, to name but some, must be reduced to recumbent bruises before you can progress. The five backdrops however are a bit primitive and stark, except for the park which has some excellently designed trees, but gameplay is so fierce you rarely notice.



You can't put a good woman down — especially not these female monoliths anyway. If you get hassle from that gun-toting pimp, then get in line with a lady and blamo! She get's shot. What a shame.



This is the park, and peaceful it is not. Punks, breakdancers, skinheads and other plant life inhabit these haunts. I've heard that flying kicks are effective against such triffids.

Yeah, yeah, yeah, you could be moaning, so what's new? — I've seen all this before in *Renegade*. Well quit moaning, you stroppy wimp (to coin one of my mother's eloquent phrases). There's a splattering of special snazzy features that'll throw the original into the shade.

For instance, you can now use weapons (axes, sledgehammers etc obtained by downing its owner), to batter your assailent into aqueous beetroot. But there's no way of knowing they're dead. So, you may scream "Hah-hah! Liquidized you, you punk!" — but boing! up jumps Mr Punk and nuts Mr Renegade. Concrete head syndrome I call it.

The new two player option is fun — jumping about all over the screen, bluntly kicking anything and everything including your fellow player. Unfortunately, double players means double enemies, and the play hots up accordingly.

Anyway, the attraction of *Target* is that it appeals to our more violent instincts and is wholly satisfying when you perform an exquisite flying kick and bash that punk into the pavement. It's addictively addictive and Mike Lamb has done a job and three quarters in coding it. Does the play ooze as several thousand breakdancers converge on you? Do you flicker when moving at high speed to dodge a bullet? Not a chance mate — find a fault and win a fiver (That's a rhetorical quezzie by the way!).

Difficulty, I think, is slightly unbalanced. I cruised through to level three and then suddenly level four punched me in the stomach and I couldn't get any further. But it just adds to the addictiveness.

The greatest beat 'em up to date?

Yep.

YS CLAPOMETER

Graphically yum-yum, deliciously playable, succulently addictive — a game connoisseurs delight.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

VISA

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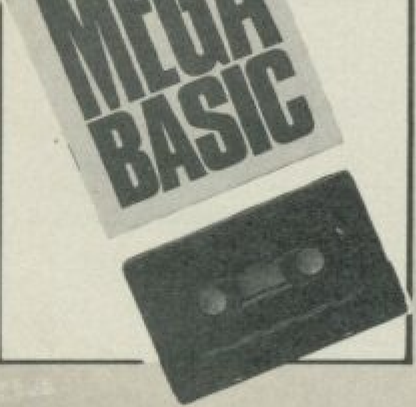




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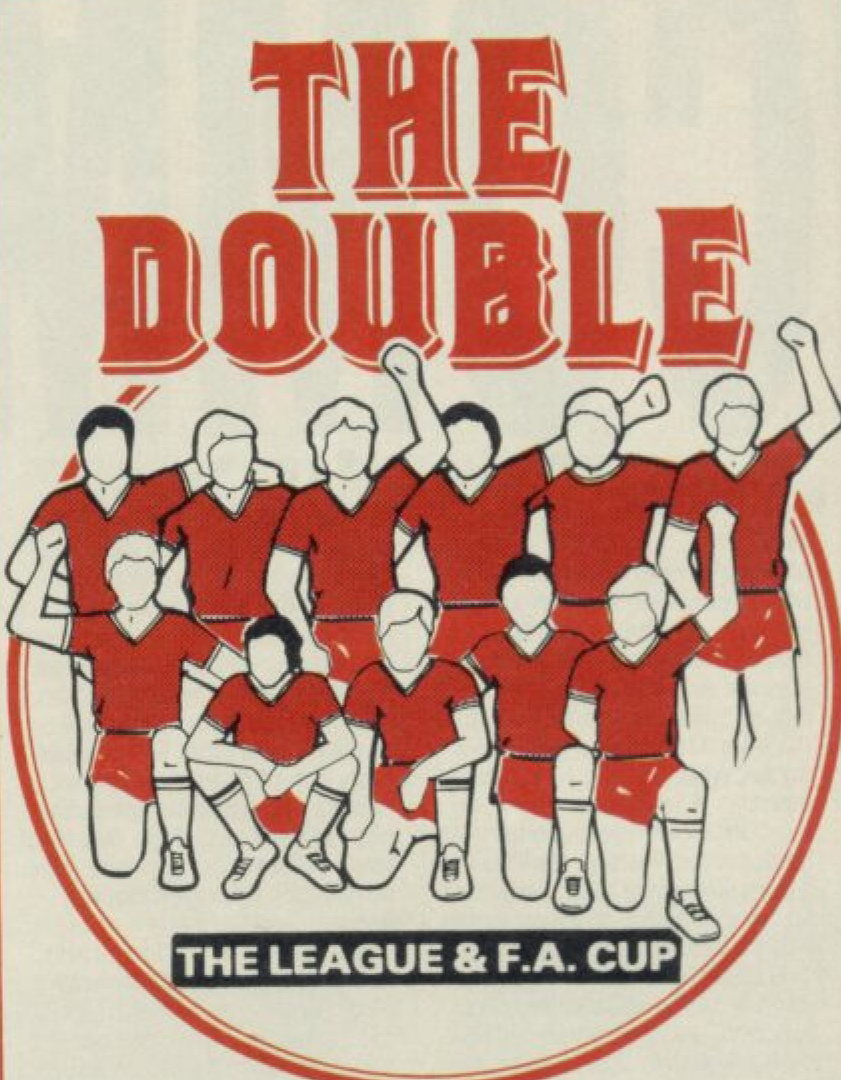
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Marcus I rather suspected when I saw a demo of this a month or two back, that *Bionic Commando* would be a li'l bit special. And it is. In fact, it's six million dollars worth *(Groan. Ed)*.

I wasn't feeling too good in myself when I loaded it up this morning. A man barely alive, in fact. But we can re-build him. We have the technology. He'll be better, stronger, faster. And after an hour of battering away at this, I was a new man, I can tell you.

Bionic Commando is yet another of Go!'s Capcom licences, and by now you'll probably have sussed out that it's a notably successful one. Inspired by *Karnov's* revolt into colour, it's as multi-hued a game as you could hope to see. The plot, as ever, is totally daft, but the basic idea is to climb up through the screens to the top of each level, using your bionic arm to help you up from tree to tree, platform to platform and so on. I say bionic arm, but what you really have is more like a set of Lazy Tongs, those telescopic scissory things that your gran always uses to pick up pieces of paper off the floor. I mean, we're not exactly talking *Robocop* here.

So instead of platforms and ladders we have platforms and Lazy Tongs. You move up by extending your arm, connecting it to the branch/platform above, and pulling yourself up. You can also do this diagonally, whereupon you swing

LEVEL THREE – INFILTRATION!



LEVEL FOUR – CONTROL TOWER



LEVEL ONE – THE FOREST



LEVEL TWO – THE FOREFRONT



LEVEL FIVE – STOP THE MISSILE



backwards and forwards on your 'arm' until you pull yourself up. Naturally there are enemy guards everywhere to shoot, as well as rather more powerful adversaries, who vary from level to level. There are five levels in all (which load separately on 48K), but unlike other games, these really are five *different* levels — not just the same level over and over again with different backgrounds.

What's more, it's all very fast and highly playable. Screens scroll both vertically and horizontally, and so smoothly in both directions that you never think of the playing area as anything other than one vast landscape. I haven't explored it fully, but it seems fairly colossal, so should you go the wrong way by mistake, there are all sorts of appalling hazards to keep you from getting back onto the right course. There's a time limit, which should keep you on your toes, and while there's no 'correct' route as such, there are better routes than others. On each level, there are particular nasties that need to be shot before you can move on up, as Curtis Mayfield would say. I shan't say which, but make sure you dispose of anything particularly monkey-shaped, or indeed anyone that looks much like a Nazi general in a bad WWII fillum (Gott in Himmel!).

So how can we label it? Shoot 'em up? Arcade adventure? Platform and ladders? In truth, it's a little of each (master of compromise, that's me). The gameplay's rather faster than yer average platformer, and there are certainly zapping elements amundo. But whatever it is, it's certainly a thoroughly recommended and enjoyable coin-op conversion — still something of a rarity in Speccy circles. What really sets *Bionic Commando* apart is its genuine arcade feel, and much of this has to do with its detailed and colourful graphics. Somehow, converters Software Creations (of *Sentinel* fame), have managed to recapture the rhythm of the original, and as we all know, that's more unusual than a good single by Bros. But this is no nice-graphics-shame-about-the-game. *Bionic Commando* plays just as good as it looks, and as you can see by the screenshots, that's darn tootin'.

YS CLAPOMETER

Excellent conversion of the Capcom coin-op (alliteration, or what?), which out-Karnovs even Karnov. Colourful, fast, fab.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

STREET FIGHTER

Go!/£8.99

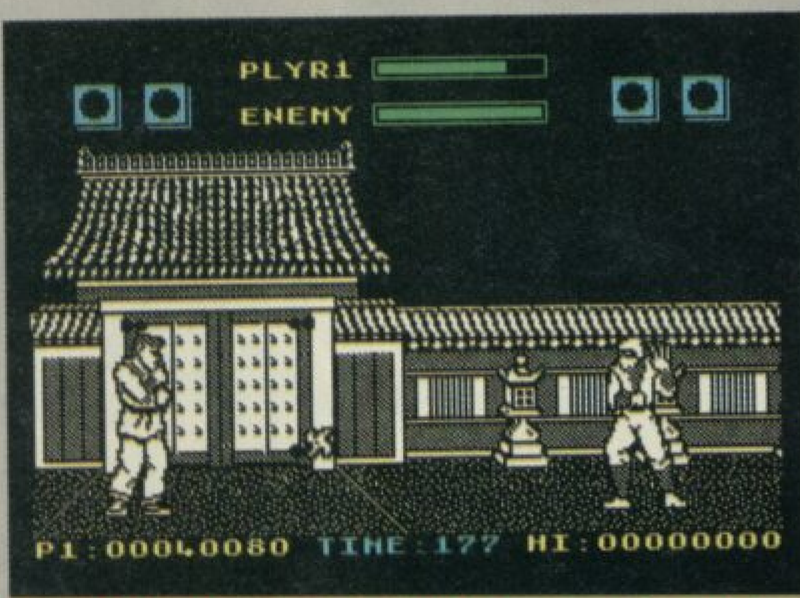
Phil If you like smacking people in the gob, or kicking people unexpectedly behind the ear from a standing start, then this must be the game for you. Not, as I fully expected, a yawnsome repeat of every other martial arts romp in the book, but a refreshing twist on the tired old beat 'em up scenario. (It sez ere.)

The original arcade game was a bit of an innovation, having as it did some massive pads on the front of it, instead of the usual joystick and buttons. You actually punched the pads, which in turn made the character on the screen punch his opponent — the first arcade game to exercise the rest of your body, as well as the usual brain and thumb, methinks. And now the joys of *Street Fighter* can be yours, as Go! bring the epic Capcom machine to your Speccy. Minus the pads unfortunately, so you're going to get flabby playing this version, but everything else is in there.

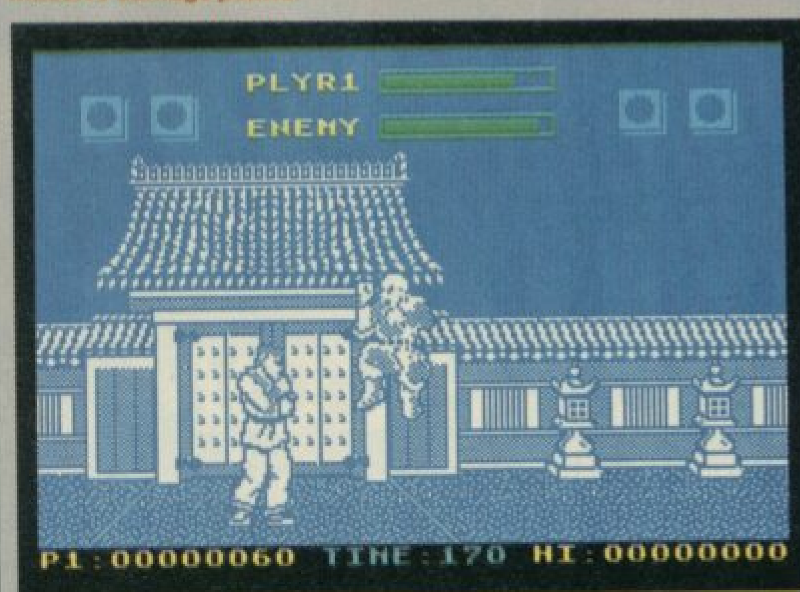
In case you've not seen *Streetfighter*, it follows the usual beat 'em up format, two guys standing on screen who, at a given signal, start to beat each other insensible. With each direct hit, a little hit meter at the top of the screen goes down a notch. If you can beat the opponents meter down faster than he beats down yours, then you win. But if he beats yours down (which is what usually happens), then *he* wins, and you get an enlarged picture of your opponent plus a sneery message. A nice touch here is the fact that hits are coloured black for the baddie and white for you, so in a flurry of punches and kicks you can tell who hit who, and there are a lot of flurries . . . in my case ploughing into the guy with fists flying is a sort of strategy, as I can never remember which joystick move makes which kick/duck/punch/block combination.

The interesting thing about the look of this game is the sheer SIZE of the sprites you're controlling. They're at least 6-7 characters tall, but this is in keeping with the original game, where the sprites almost filled the screen. The usual joystick/button combinations are linked logically to a range of similar moves on screen, and even if I can't recall them, they're fairly easy to pick up as you go along. If in doubt just thrash the stick in his general direction and blip the button as fast as you can. The usual rules of looking at the instructions as a last resort apply. One point about movement is that, unlike almost every other martial arts game that has ever been designed, you don't have to keep turning to face your opponent. You know how it is, you throw a punch at your foe, and he sidesteps it, jumps right over your head and before you can turn and hit him, he's punched your kidney to paté. None of this can happen to you in *Street Fighter*. Yes indeed, ladies and gentlemen, you face up to your opponent auto-magically.

As martial arts beat 'em ups go, this is not at all bad, with the graphics a notch above the ordinary and the action nice and fast. Not a great deal of sound in the game, but I guess I'd rather have a good fast game than a couple of strained sound effects. If you're a fan of the Capcom machine then you won't be disappointed. The game has been converted by Tiertex, the team behind *720°* so you can expect the quality of the conversion to be spiffing.



Haaiiiiii yaaaaahhh! *Street Fighter* is a rip snorting beat 'em up, not to mention a beat ripping snort 'em up . . . a huge amount of different opponents to face, and each tougher than the last. Watch out for the Ninja with his shuriken, or flying stars, as these inflict massive damage points.



You can edit the screen colours too, cycling through combinations of white, yellow and cyan with either black or blue. Makes a nice change if you get fed up with the start up colour sheme, and being able to select the contrast of the screen helps you to hit your opponent more often.

YS CLAPOMETER

A first-class beat 'em up, with loadsa action and totally faithful to the original. Brilliant!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



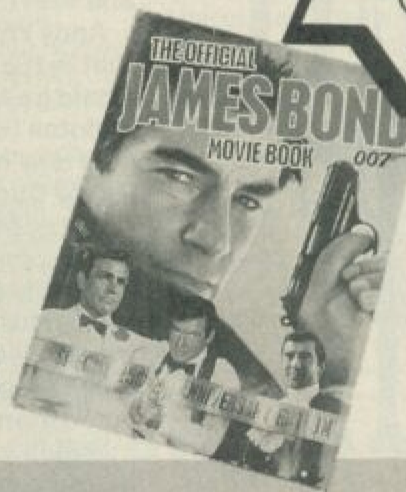
BIONIC COMMANDOS
CRASH
Bionic Commando is a thoroughly enjoyable game, miss it and you're MAD! – Spectrum Version.
YOUR SINCLAIR – Spectrum Version.
ZZAP 64 – C64 Version.
COMMODORE USER – C64 Version.
SINCLAIR USER – Spectrum Version.
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GIANTS OF THE VIDEO GAMES INDUSTRY
Ten years have passed since the devastating war when the enemies secret Zargon missiles destroyed our civilization.
The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons.
Your skill and their bionic powers are our only hope ......
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SHAKEN NOT STIRRED!

YS COMPO

Win a day's speedboating, jet-ski-ing and waterski-ing instruction in this boffo *Live And Let Die* compo from Domark!





Yes, remember that scene from the fillum? The bit when old Rog is speeding through the Florida everglades accompanied by that darn tootin' sheriff with the half-smoked cigar, chased by loads of nasties with enormous weapons? Yes? Well it's that boaty bit that's reconstructed in the soon-to-come Speccy version of the flick. Domark's the company behind the game, and generous coves that Mark and Dom are, they've offered a rather niftoid prize to one terminally fortunate *YS* reader — a day out at Prince's Watersports Club in west London, with loads of free goes on everything! Yup, you'll get to whizz around in a speedboat, have a try at jet-ski-ing (the only word in the language with two hyphens, so ner), ride about in a hovercraft (it's less bovercraft with a hovercraft) and even get some waterski-ing lessons from someone who knows what's what, and why. Kersplosh! What's more the winner gets to take a friend.

Of course only one winner can walk away (well, swim away) with this fab little prize, but a further five runners-up will blag the *Official James Bond 007 Movie Book*, published last year by Hamlyn to celebrate 25 years of Bondie flicks, from Sean Connery via Old Rog and the other chap, to tough Tim Dalton, the current encumbent. Fab, huh?

So, stop gawping and get going. Your plane leaves in an hour.

Rules

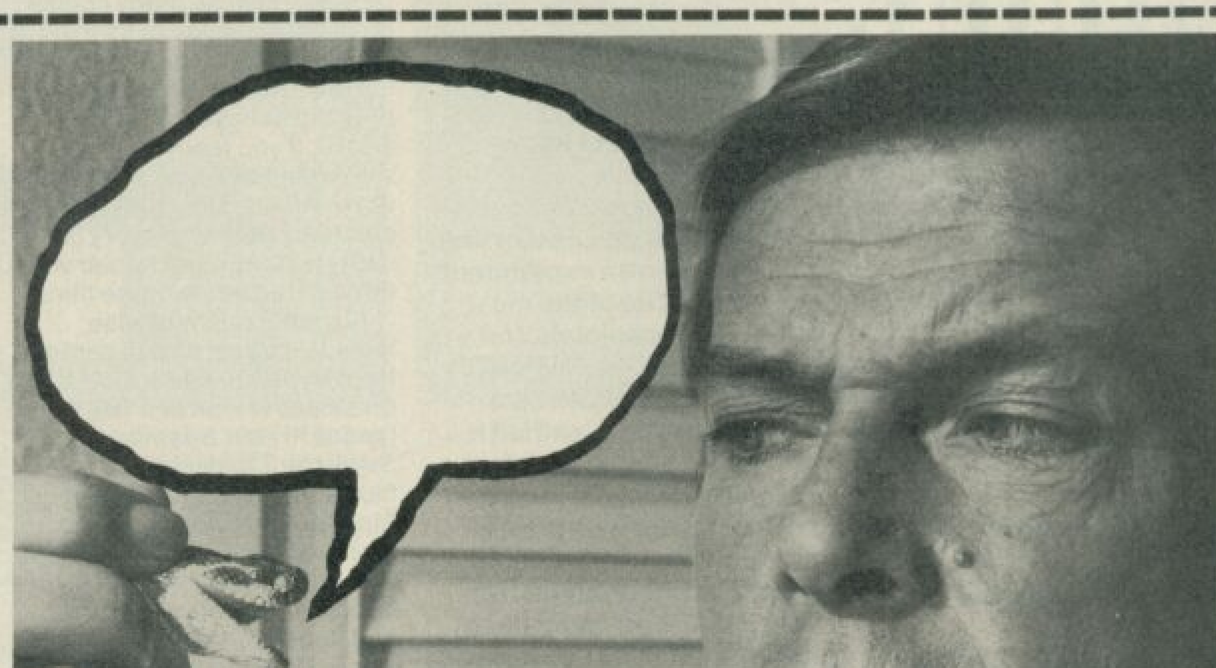
● Agents in the pay of either Dennis Publishing, Domark or the KGB will be eliminated if they try to enter this compo.

● You have until July 31st to get your entry in — or the entire world will be destroyed! Ha ha ha ha ha ha!

● Remember to follow M's instructions, or you could find yourself transferred to the DHSS!

WHAT YOU DO

Pay attention, 007. Study the pic below of Bondie and his friend and write in the bubble what you think the slithery one might be saying. Bear in mind that disgusting (or overly anatomical) entries are unlikely to win. Then send in the whole coupon to For Your Eyes Only — As Long As You Put In Those Contact Lenses Compo, *YS*, 14 Rathbone Place, London W1P 1DE.



Name ....

Address ....

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.... **Postcode** ....

PLAY IT AGAIN, SAM...

Old games never die — they just reappear on budget labels. Ghostly* Gwyn Hughes *and Spiritual* Rachael J Smith *investigate the case for reincarnation!

Legend has it that somewhere there is a person of such wealth, such taste and such foresight that he buys every good computer game when it's released. Then he sits in his lonely tower, racking up high scores on every classic from *Horace Goes Skiing* to *Driller.*

For the rest of us, however, there are always the odd programs that slip through the net. The ones that came out before we were computer owners; the ones which didn't really grab us when they first appeared but which have matured with age; and worst of all, the ones which appeared during the Christmas rush, when cash was tight enough what with Auntie Myrtle's prezzie and the rest!

Andy Warhol once said that in the future everyone would be famous for fiteen minutes (cultural reference courtesy of Gwyn Hughes' Renta-Quote service). The same goes for computer games, only their shelf life is generally about a month to six weeks. Miss that and the tape of your dreams is probably as rare as rocking horse manure.

Which is crazy! Can you imagine going into a book shop to be told tough luck that you weren't around in Victorian times but *David Copperfield*'s been out of stock since 1850? Neither can the software houses, who realise that there's a whole new lease of profit... whoops, life for old games at a low, low price. After all, this is our computing heritage, dontcha know (sniff, sniff).

But do computer titles improve with age, rather like fine wine? As an experiment we set a bottle of the most expensive beaujolais and a copy of *River Raid* in front of Rachael. She swirled the wine in her glass, sniffed it and finally sipped and spat. Then she knocked back the bottle and ordered a dozen more — with ice! As for the game, the inebriated tottie said it didn't get her half so legless, but it was cheaper.

Take two! This time we opted for more scientific conditions (so no booze), and told her she couldn't go out to the pub until she'd sorted through the pile of games. Never has a Speccy suffered so much as sober Smiffy put the software through its paces in a bid to make last orders.

The Rachael J Smith Re-Release Round-Up

Golden oldies or gilt-y secrets? It's all very well to talk about survival of the fittest but some turkeys fight for immortality too. Luckily most of those who make it, deserve their place in the programming pantheon though. And so, without further ado, here's my round up of the good, the bad and the bury-them-before-they-kill-again!

● **Ricochet** has become *the* label for catching ancient classics. Part of the mighty Mastertronic empire, this is the home of 22 carat oldies (and if you don't fancy 22 old carrots you shouldn't be reading this article!). Almost every major software house is involved.

Ultimate heads the list. *Jetpac* was a smash when people were still debating whether to buy 16K Spectrums! The model for a million hunt-and-shoots to follow, it still looks good today. But Ultimate gained most accolades for its 3D arcade adventures. *Knightlore, Alien 8* and *Nightshade* still knock most of their imitators into an isometric hat.

If there's something strange — on your Spec-t-rum — who ya gonna call? — Activision! Together with Electric Dreams (sounds like another song), it's licensed several hits to Ricochet, including *Ghostbusters*, which has probably sold as many copies on budget re-release as it did at its original block-busting price. Maybe a little old fashioned now, but still great value at £1.99. If you really wanna be scared though, look out for those *Aliens.* They may be cheaper but they're every bit as nasty as they munch their way through the game of the film.

Ricochet releases also include a trio of sports games from Martech. *Eddie Kidd Jump Challenge* is a bit of a flop (geddit!!!) but *Brian Jacks Superstar Challenge* really flexes and *Geoff Capes Strong Man* (nobody would argue with that — at least, not if Geoff was around), is a real goodie. It includes a log cutting game and just wait till you see the size of Geoff's chopper!

While we're on the violence kick let's go Kung Fu *(And Fu you too! Ed)* for two Melbourne House oldies — *Fighting Warrior* and *Knucklebusters. Fighting Warrior* is the better of the two. If you really want to bust your knuckles I'd suggest you thump a brick wall!

A better bet for all you Virgin lovers is *Dan Dare* — a really groovy arc-adv with that big headed, green skinned meanie — no, not Gwyn but the Mekon, mekon Dan's life difficult. It's a lot better than Ricochet's other Branson title, *FA Cup.* FA says it all!

Finally there are a couple of re-releases from a small publisher which never quite got the praise it deserved — Bubble Bus. *Starquake* and *Fifth Quadrant* are both enormous fun — in fact the PC version of the former has just been released at full price! But you can enjoy their Spectral delights for just £1.99 a time if you missed them the first time round — and isn't that one of the advantages of Ricochet!

● **Silverbird** (wot used to be Firebird Silver), has a few Activision titles too. *River Raid* is a fairly standard shoot 'em up from way back, but it's far from wet at this price. *I Of The Mask* is even more interesting — a tunnel chase with shaded graphics by solid 3D freak Sandy White — he of *Ant Attack* fame (now why doesn't somebody re-release that particular classic?). Gameplay is a little dubious but for £1.99, who's grumbling?

The least said about Electric Dreams' *Back To The Future* the better — it would have been better consigned to the past! Only slightly better is Melbourne House's *Rock 'n' Wrestle*, a sport simulation which you should toss out of the ring immediately!

● **Alternative**'s alternative to full price includes the predecessor to Piranha's *Trap Door. Popeye*, originally from DK Tronics, also had incredibly large graphics but there were gameplay problems which kept it from being a smash.

Rogue Trooper was also a disappointment at full price, but don't be a trooper pooper now he's got a new, bargain basement lease of life. Not a classic but worth a look all the same. Martech's judo simulation, *Uchi Mata*, should have hit the mat and stayed there though.

● **Rebound** has dedicated itself to re-publishing the classics of just one software house so far. The company in question is Gargoyle, and whatever you do, you must have some of these superb games in your collection.

Tir Na Nog and its sequel, *Dun Darach*, were the games that really brought the Gargoyles to the fore. They were the first real animated adventures, with a big, beautifully mobile hero out of Celtic mythology, striding around an epic landscape, killing strange creatures and picking up objects. Worrahunk!

Marsport swopped swords and sorcery for sci-fi and set the action in a multi-level space station. *Ad Astra* belonged to an earlier era while *Sweevo's World* aped the Ultimate isometric 3D but to good effect, as the odd little hero wanders round the weirdest collection of rooms ever!

● **Blue Ribbon** also sticks to just one publisher's old product — its parent company CDS's! Still, that hasn't stopped it making a hit of that hardy perennial, *Steve Davis Snooker.* Simple and satisfying, even if it is hardly state of the art. Alternatively you can splash

out on *Pool*.

● **Powerhouse** has licensed Sydney Software's back-catalogue, though most of it's for other formats. The one Spectrum title is *Dambusters* — which was never a classic but is involved enough to give you two quids worth of fun if you're into arcade simulations.

● **Americana** has also dredged up a couple of oldies. *Beach Head* is a multi-part arcade game which has some rough edges, but more than makes up for them with its action. *Summer Games* is one of the endless series of sports simulations — but if you've not got one of these on your shelves it's as good as most others.

Battle Of The Budgets

Rachael Davies describes herself as Chief Gofer ('go fer this — go fer that'), at Irish publishers Rick O'Shea *(Surely some mistake — at all, at all! Celtic Ed)*. We asked her about re-releases.

"Do they sell? The number of Ricochet titles speaks for itself. Not only is each of the games good value for money but it gives people a chance to get a game they missed the first time round. Perhaps it had sold out and then the next fashion came round.

"Now it re-appears at a price you can afford for your collection." But Rachael does stress that, "They have got to be the goodies before we re-release them."

Ricochet has cleaned up with a number of software houses, though one that is prominent in its absence is Ocean/Imagine. The Manchester marvels have always preferred to re-issue into compilations, which has its advantages but also means you may have to buy a couple of lesser titles to get the one clasic you really want. There have always been rumours that Ocean will launch a budget label, but there's nothing definite at the moment.

Similarly, if you want the elite of Elite you've had to hit out for a *Hit Pak* — but not any more! Now it's curtain calls for the Encore range, all at £1.99 and including *Frank Bruno's Boxing*, an over-the-shoulder thumper; the incredibly difficult *Airwolf;* arcade classics *Bombjack* and *Saboteur*, with *Ghosts 'n' Goblins* to come.

But the most interesting title has to be *Battleships*, a *Your Sinclair* smasheroonie which you're sure to have missed. It was pulled at the last minute, and though the 16-bit squad have had their chance to sink each other, only now can Spectrum types sample this clever version of the pen-and-paper classic.

One company which has watched everyone else cleaning up with its back catalogue is Martech. Now it intends to start its own budget label and it's thinking big — about 38D I'd guess! Yes, now you can play strip poker with Samantha Fox for a couple of quid. Though I trust you wouldn't cheat and keep your keks on when you lost, would you?

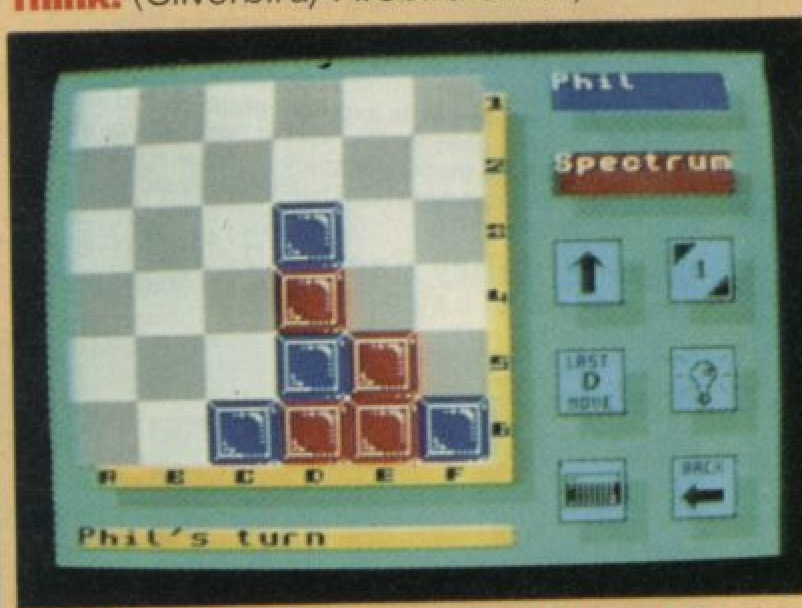
Gwyn's Golden Oldies

Heavy On The Magick (Rebound)



Heavy on the genius, more like. All of the Gargoyle games are classics in their own right, with the possible exception of the early *Ad Astra* — that's just very good! But if I had to choose I'd say that this is the best. It's the game that combined classic adventuring with a brilliantly animated display and the Merphish command language, to create a program which will quite simply fry your brain cells. Better than that it's got a magical system which is based on the real thing. A joy for any and all fantasy freaks which has never been bettered!

Think! (Silverbird/Firebird Silver)



Maybe the title sounded too much like hard work for the average alien zapper, but you're made of sterner stuff, aren't you? After all, you're clever enough to read *YS* so you must have something up top. *(Yes, hair! Ed)* This is an all-time cult classic in which you have to slide blocks across a playing board. You move from one side, the other player goes from the bottom, and each time you slide a row, it shifts the other columns. It may sound difficult to learn but there are actually only five rules. What is tough is playing it well!

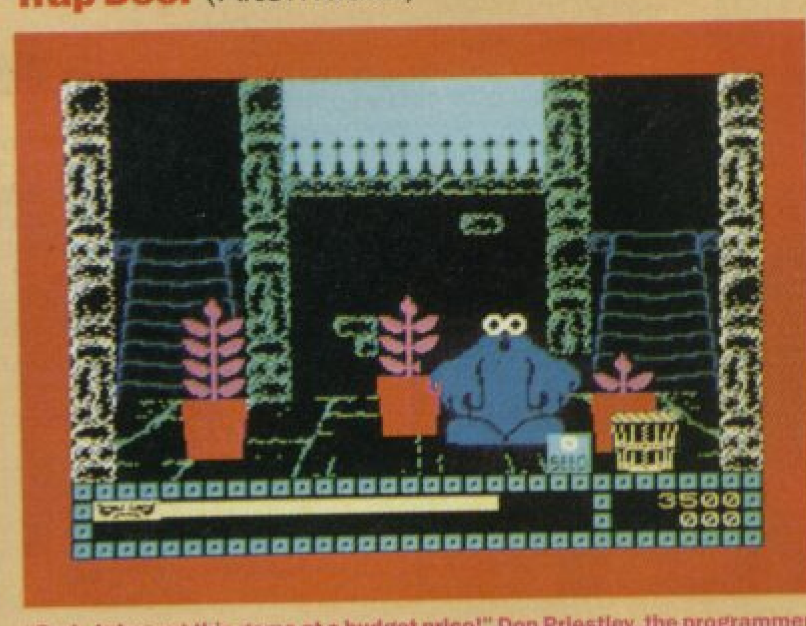
Rachael's Retro Raves

Ballblazer (Ricochet)



The re-release of *Ballblazer* and *Eidolon*, two technically stunning Lucasfilm's games, is great news for gamers. If you overlooked either of them the first time round, now's the time to correct your oversight. Of the two, *Ballblazer* is the one to scorch your. . . Spectrum. A fantastically fast future-sport, played against the computer or another player, it gives you two droids-eye views of the scrolling pitch, via a split screen. You'll burn as much adrenalin playing this for three minutes as you would in a whole season of cricket.

Trap Door (Alternative)



"Berk, bring out this game at a budget price!" Don Priestley, the programmer of *Trap Door*, is a genius. A warped genius, it must be said, because the game is totally disgusting (eyeball crush — ugghh!) — but a genius all the same. The idea is to obey your master's commands, which is easier said than done, and involves some fantastic feats of lateral thinking. But what really stops the bottom falling out of *Trap Door* are the graphics. They're so big, solid, bright and well animated that you'll still hardly believe that you're watching a Spectrum. One of the greatest arcade adventures of all time!

That arcade maniac, *Ciarân Brennan's* back with the latest coin-op news.

S·L·O·T·S O·F FUN

Holy Innovation! It looks as though last month's call for a little imagination didn't fall on deaf ears after all. Something original *has* finally made its way through the doors of your local arcade — a game with real depth.

Taito's *3D Drive* is the game in question, and though the concept of using red and green spectacles to create the illusion of three dimensional graphics is hardly that new, this is the first time that it's ever been put to such effective use in an arcade game.

Most of the rest of this month's games are also above average, which means that we could be looking at an exciting summer in the arcades after all.

Which takes us nicely along to our tips section. If you do manage to escape your little brother or sister's demands to help build sandcastles, and find yourself inside the dingy blackness of the amusement arcade, make sure you pick up a few tips to share with your fellow *YS* readers.

Remember, we're all in this together and every little helps (yeeeuch!) — and most importantly everyone who sends their tips in will be rewarded with a mega fabbo "I've Got Big Tips" badge. Send all your arcade hints to Ciarân Brennan, Slots Of Fun, *Your Sinclair* 14 Rathbone Place, London W1P 1DE.

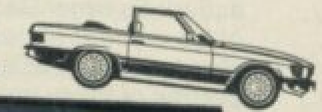
SUPER RANGER

Storylines aren't really important in arcade games, but the plot behind Suma's one or two player vertical scroller is notable for being the least imaginative that I have ever come across. Soon after the necessary 20p has been inserted in the machine, two cool looking paramilitaries arrive on screen and declare that "She has been captured — now, let's go rescue her!" Wait a minute guys, who is she, who's captured her . . . and who cares?

What follows isn't particularly imaginative either, in fact it's nothing more than a barely disguised clone of *Rolling Thunder* played to a totally unsuitable soundtrack of Ravel's Bolero. Apart from the different backgrounds, the gameplay follows *Thunder's* almost exactly. A number of baddies appear from all sides and from behind closed doors and are disposed of in the usual manner.

The graphics are adequate, the characters respond well to the joystick and there's just enough opposition about to make the game challenging — so why isn't it any fun?

Convertability Factor: 8
Nothing you haven't seen before.





GO COO

Subtitled *'The Incredible Challenge,'* Technos' latest coin-op is a one or two-player battling platform game which stretches upwards to infinity (well almost).

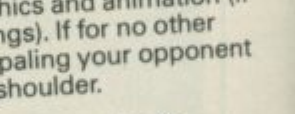
Having made the choice between one of three heroic figures, you're transported by the next available cloud to the beginning of mission one — which has a name with so many syllables in it that I'm not even going to bother to try and spell it.

The gameplay follows a fairly standard pattern — jump from platform to platform beating off a particularly ugly set of villains until you reach the top platform. Once there, the head honcho shows his face — and if you thought his mates were ugly, wait until you see this one.

There's a time element to be taken into account and a power meter to keep an eye on, but otherwise the first stage shouldn't pose too many problems. You may have to fork out a little dosh before you're capable of fighting your way to the next level, but the continue play feature should help matters a little.

Despite the un-original gameplay (and the silly name), *Go Coo* deserves your attention — most importantly because it feels so good, but also because of its excellent graphics and animation (if you're the sort who goes for that sort of things). If for no other reason, play this one for the sheer joy of impaling your opponent on a pitchfork and throwing him over your shoulder.

Convertability Factor: 7
Not too much of a step upwards.



DEAD ANGLE

Ever fancied yourself as a hitman for the mob, let loose on the streets with a mandate to shoot everything in sight? Well, *Dead Angle* gives you just that opportunity, and all you have to do is single-handedly wipe out five opposition gangs.

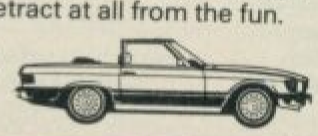
You appear on-screen as a stationary outline, with the joystick controlling the movements of your gunsight. The screen scrolls left and right along a suitably latin streetscape. The enemy, who appear on the street in front of you, prove particularly difficult to hit as they rarely stand still long enough for you to take aim — this is where picking up a machine gun comes in handy.

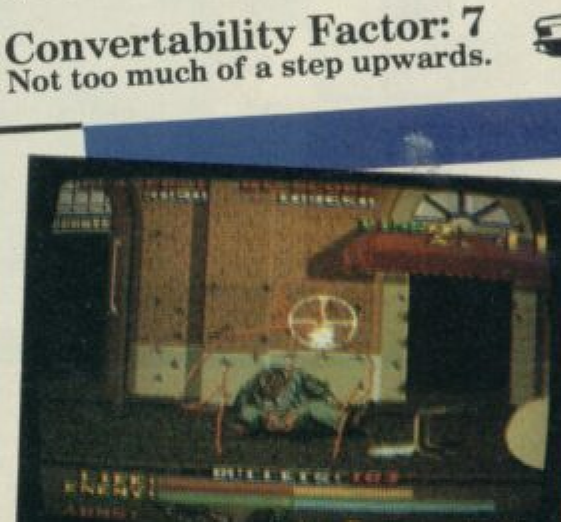
Shooting an item man (they're the ones in red) results in the appearance of a new weapon on-screen — either machine-gun, grenade or shot-gun. Shooting this weapon then adds it to your armoury. These extra weapons are necessary, as the screen rapidly fills up with aggressive gangsters and before you know it bullets and grenades are flying in from all directions.

The player starts with three lives, picking up extras at 50,000 and 150,000 points respectively. A life is lost when the player's power meter hits zero (the on-screen outline flashes red when this is imminent), or if the time runs out before a level is cleared.

This is similar in style to Infogames vastly underrated *Prohibition,* and provides plenty of adrenaline-pumping action. My only complaint is that the screen is a little cluttered, containing two life meters, and panels showing arms held, bullets remaining and a clock, but this doesn't detract at all from the fun.

Convertability Factor: 5
Tricky, but worth a shot.





CIARĀN'S CORKY COIN-OP
3D DRIVE



At last, a game that adds a new dimension to the world of the coin slot — a third dimension to be exact. Taito's *3D Drive* (or is it called *Continental Circus?*), puts the player behind the wheel of a formula one racing car and takes off on a journey through eight of the world's most famous circuits — all seen in stunning 3D through an ingenious pair of adjustable glasses.

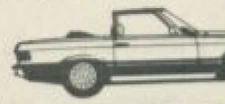
The visuals aren't all that this one's got going for it either! The sound and playability are also state of the art, making the package one of the most realistic experiences currently on offer from an arcade machine.

The season starts with the Brazilian grand prix and carries on through the USA, France, Monaco, West Germany, Spain and Mexico before finishing up in Japan. You have to reach a different level in each race in order to qualify for the next — so though 80th position will do in Brazil, you'll need to make the top 10 in Mexico to qualify for the final race.

The rules are simple enough. You, the player, must make it around the course within the time provided, passing enough of the opposition en route to achieve the necessary position. The clock starts with only 60 seconds, but the regular 'extend-play' checkpoints around the course are well placed to make matters a little easier.

So much for the game though, what's the 3D like? Nothing short of brilliant. It almost feels like you're on a roller coaster ride, as each hill and corner is made more breathtakingly realistic by the addition of depth. Certain moments cannot be described, but wait until you see the skyscrapers of Brasilia looming over the horizon after one particularly steep hill, and see if you can avoid ducking a little when the car in front crashes.

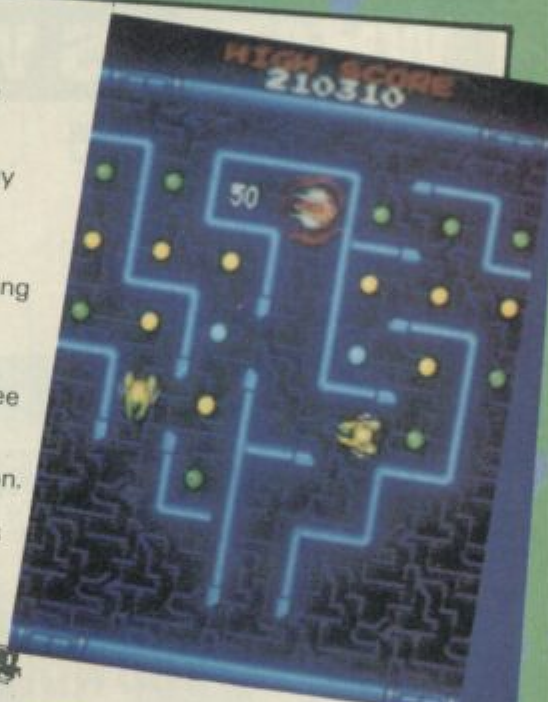
When all is said and done, this doesn't quite capture the excitement of speed in the same way as *Out Run* (what does?), but the 3D effect really does add an extra level and the game should not be missed for this reason alone. Expect to pay a little more than normal for the privilege of taking the wheel in this joy-ride — but take my word, it's well worth it.



Convertability Factor: 1
Probably has one dimension too many.



RAIMAIS



We've seen a fair amount from Taito this month, so it's hardly surprising that it's not all top quality, in fact this one could be fairly easily summed up in three words — *Pacman* with spaceships! Unfortunately, T'zer isn't going to let me get away with that, so I'd better tell you a little bit more.

The basis of the game is the same as *Pacman*; negotiate a number of mazes, clearing up dots as you pass over them. As soon as one level is cleared another appears and the whole thing starts all over again.

Of course you don't travel around un-opposed — this time you're faced by hostile spaceships instead of ghosts. Colliding with these spaceships results in the loss of one of the initial three craft. Along the way, certain dots turn into lettered icons and picking these up adds a new capability to your craft. 'A' adds protective armour while 'L' gives you the use of a laser, and so on.

Although there's nothing really wrong with this game, it's simply too easy for its own good. The fact that it looks five years old doesn't help either. Sorry Mr Taito, but I don't think I'll be playing this one too often.

Convertability Factor: 8
But nothing to go dotty over.



BONZE ADVENTURE



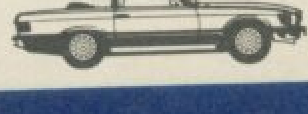
I've never been a big fan of games that involve cute characters skipping along vertically scrolling landscapes collecting a lot of random sprites, but this offering from Taito has gone a small way towards changing my mind.

For what it's worth, the scenario has something to do with the king of the underworld, Emma, going crazy (just a small point Mr Taito, how are we expected to be frightened of a villain called Emma?). Of course it's up to you to do something about this, and what better way to put a stop to his evil plans than by mincing about collecting beer mugs and necklaces!?!

However, it's not as easy as it sounds. There are plenty of obstacles to overcome, and a whole host of baddies to be defeated including flame-spitting ghosts and wandering tombstones. You start with three lives (with extras to be picked up at 50,000 and 150,000 points) and are armed to the teeth with deadly bubbles (this just gets sillier and sillier doesn't it?).

There is a distinct similarity to *Super Mario Brothers* throughout, although this doesn't have anything like the class of that classic. Hardly essential, but no fiasco either.

Convertability Factor: 7
Should skip along fairly soon.

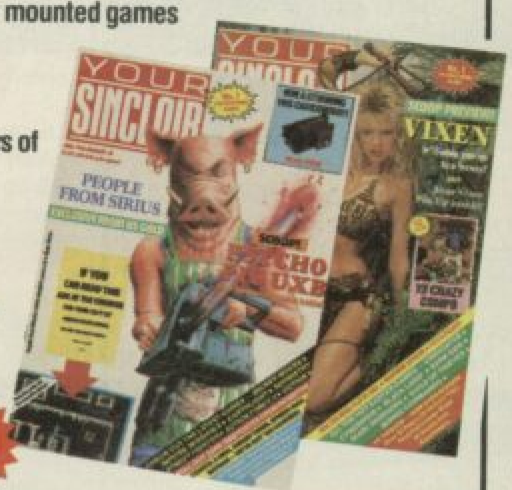


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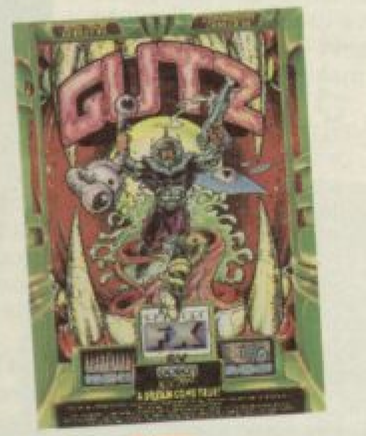
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Worth £7.95

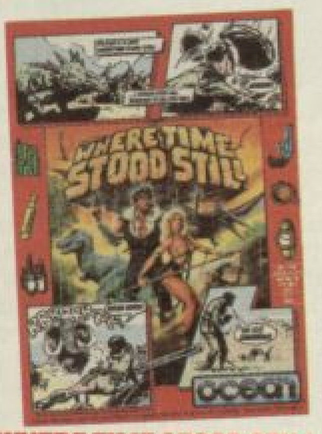
You've been swallowed and eaten alive by a ten million tonne mega-being the size of the moon. Bleeuurgh! Anatomical shoot 'em up that's not for the faint of stomach!



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Another cracking compilation – featuring System 3's *International Karate*, Imagine's *Renegade*, Activision's *Rampage*, Palace's *Barbarian* and *Supersprint* from Electric Dreams. What a bargain!



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Long awaited Denton arcade adventure that's absolutely huge! Battle your way through a lost prehistoric kingdom pretending you're Doug McClure.



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Ten brillo arcade conversions from Konami. Includes classics like *Green Bert*, *Nemesis*, *Hyper Sports* and both *Yie Ar Kung Fus*. You won't get better value this side of Mongolia!

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PETE'S PUZZLERS

Get your thinking caps out, 'cos *Troubleshootin' Pete Shaw's* back with some more brain blending teasers to tax your grey matter.

CONNECTASEARCH

This looks like a word square to you, dunnit? Ah well, you're wrong. I ain't gonna give you the words you've got to find in the puzzle, just a clue instead. (Heh, heh). The word you're gonna have to search for could either be the opposite word to the clue, or maybe have some connection. Suffice to say that if you can't find the word you're thinking of in the square, then you ain't right.

Cheese	**Night**	**Water**	**White**	**Sea**
Egg	**Salt**	**Drive**	**Lens**	**Watch**

A	A	J	T	S	T	N	L
R	R	K	M	H	L	A	M
B	E	T	V	O	A	N	I
E	M	P	T	R	P	W	D
D	A	B	P	S	E	E	D
D	C	Y	R	E	I	L	X
E	I	W	D	N	P	R	K
F	G	S	N	N	Y	L	W
Z	J	E	K	C	A	L	B
A	K	R	P	H	D	L	W
C	H	I	C	K	E	N	A
B	N	F	P	T	Y	S	H

PRIZE PUZZLE NO. 3

Okay, if you can suss this one out standing on your head — send in the whole coupon and you could find yourself the owner of ten more pieces of software. Send your entries off to 'If You Think That's Hard Then You Should See My Aunt Doris Compo', *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Entries to arrive no later than the 31st July, or you ain't getting nuffink — right?

Name ______________________

Address ______________________

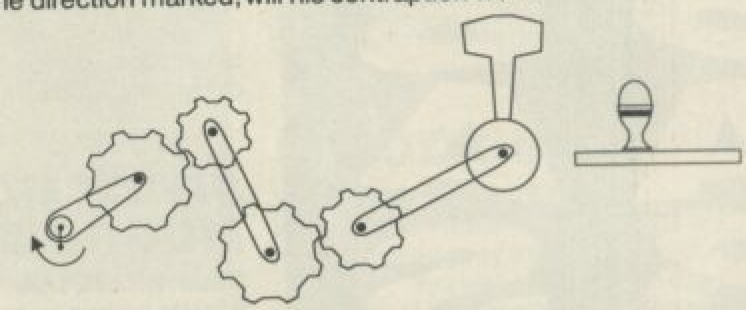
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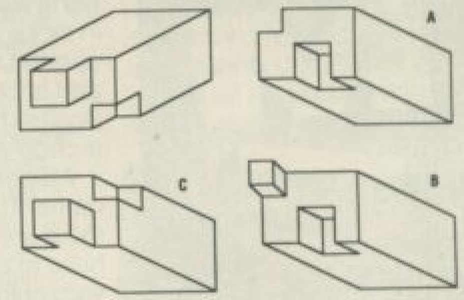
EGG HEAD

Professor Brainstawm's been out again, inventing a new way to get into his boiled egg of a morning. If Brainstawm turns the handle in the direction marked, will his contraption work?



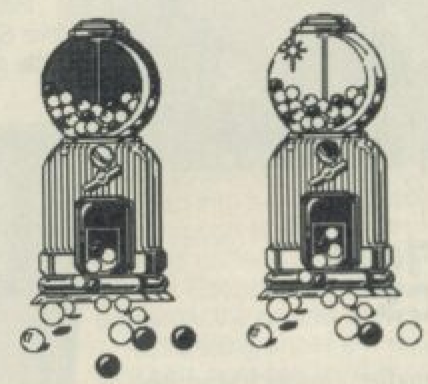
CUBIT

Mr Chip the carpenter has been hard at work all night making up joints for the following day. Trouble is, he's forgotten which joint matches which. Given that Mr Chip still can't find a match for the first joint, can you tell whether A, B or C will fit it?



GUMBALLS

It's about time we had a spot the difference on this page, so without further ado — how many differences can you spot between these two piccys?



TRICKSTER

You're driving a bus through central London, and at the first stop 10 people get on. On arrival at the next stop, one passenger alights, but five more step on. The third stop sees the departure of six more customers with only three more additions. Nobody gets off for a further two stops, but four people get on. At the last stop everybody leaves. What is the name of the bus driver?

HOLY GRAIL

If it takes a man-and-a-half, a day-and-a-half to dig a hole-and-a-half, how long will it take three men to dig three holes?

WOT D'YA MEAN, EASY?

So you think these are simple, eh? (If you don't, turn to page 102 for the answers!) Send me the fruits of your own labour. For every one I print I'll generously lay out five, yes *five* pieces of new software. Howsaboutthatthen? All scribblings should be sent to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

And down in the Cheapies Emporium this week (nothing over £3 considered), is Bristol's answer to Billy Idol, *Nat Pryce!*

BARGAIN BASEMENT

POGOSTICK OLYMPICS

Firebird/£1.99

There haven't been many joystick waggling games released for quite a while, but now Firebird has brought out *Pogostick Olympics*, and what a ridiculous game it is too. You control a bloke on a pogostick who wears a spiked helmet and must compete in five events, scoring as many points as possibile. Score zero points three times and you're out of the contest.

The first event is balloon popping, where you use the spike on your helmet. Next is the 110 metre hurdles and then the triple jump where you must pop a balloon, jump over a bush and long-jump into the sand pit. After that is target practice where you fire champagne corks at bouncing balls and finally there's an obstacle course.

The presentation of *Pogostick Olympics* is excellent, but the game itself is boring and unplayable. If you like waggling your joystick, you might like this, but I didn't find it that much fun.

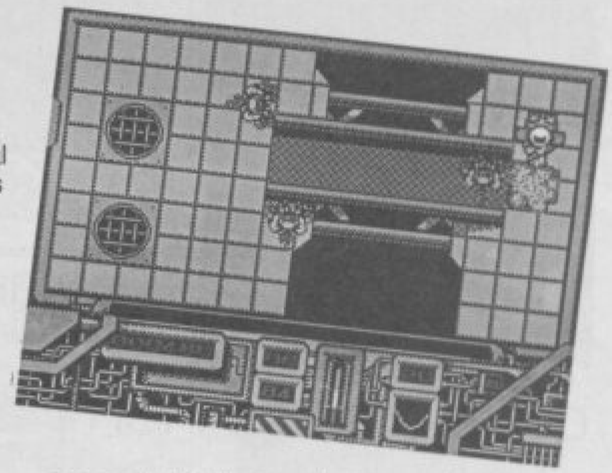
SHANGHAI KARATE

Players/£1.99

It's no surprise to find that this game is a good ol' fashioned beat 'em up with a plot full of honourable grandfathers and mystical old scrolls. Yup, two people in their pyjamas start at either side of the screen, bow to each other and then beat each other to death, or push each other off the edge of the playing area into the water.

It's a pity that with all the excellent graphics in the game (they're designed by the bloke who did those in *Denizen*), the game itself is a joke, and not a very funny one at that! The controls are extremely un-responsive and there is virtually no in-between frames in the animation of the sprites.

There are many combat games which are ten times as good as this one, including that old wrinkly, *WOTEF* itself.



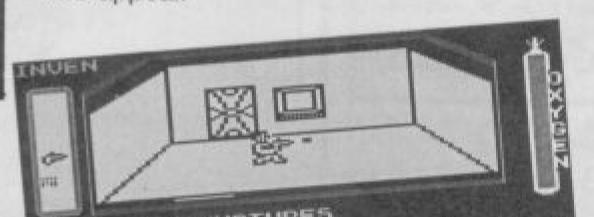
SPACE MAN MUGGINS

Silverbird/£1.99

Why do heroes always have stupid names? I mean, Wally Week was bad enough but, Spaceman Muggins?! Anyway, it seems that Muggins must recover a crashed space ship and bring it back to the docks for repairs, after mending the engine and other vital bits of equipment. However, the engine parts were dislodged in the crash and locked in storage lockers, which can only be opened with such obvious items as rabbits and anchors. Yep, it's time to don your illogical (Captain), thinking caps, 'cos it's arcade-adventure time.

Muggins could have been quite a good game. The rooms are neatly drawn in 3D, there are lots of robots to massacre (you have to take your frustration out on something when you get stuck), and loads of tough problems. Unfortunately the whole game is let down by some atrocious graphics. They are so chunky that you can't tell what anything is, and have to use an object identifier.

Hardened arcade-adventure fans might like *Spaceman Muggins*, but I found it had little appeal.



DENIZEN

Players/£1.99

Yet again an evil bunch of mutant alien slime-balls have settled down on a space station, and you're the only person around who's stupid enough to go and ask them to leave. Grasping your futuristic version of the eviction order — a quick kill rifle — and a flashy battle computer with more loose wires than a Spectrum, you teleport into the space station . . .

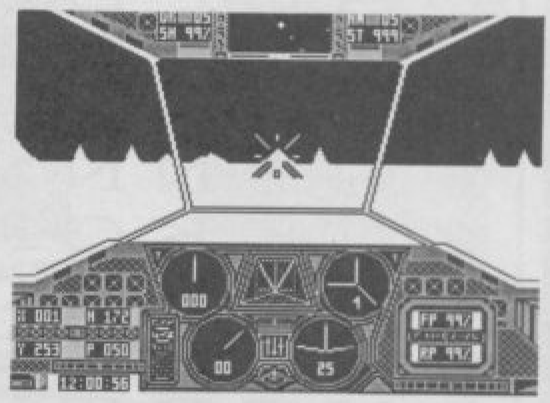
Denizen, for all the pre-release hype and droolsome graphics, is little more than a dull maze plod. Collect cards to open doors, blow up explosive bolts and shoot alien life forms — all pretty ordinary stuff. In fact, apart from the graphics, there is nothing which makes *Denizen* stand out from the hordes of other, similar games. It's slow and quite un-responsive and the repetitive action drastically reduces the lasting appeal. I'd only buy this if I were a mad mapper, or p'raps just mad.

PROWLER

Mastertronic/£1.99

You are the pilot of the new Northall Q-15c attack 'copter, and it's your mission to defend the planet Ursa Minor Delta-V, against the evil menace of the bloodthirsty Peradusins, (though why Earth has sent one little chopper to defeat a whole alien attack force is beyond me).

Your helicopter is covered in weapons and techno-gadgets, to help you root out and kill the alien scum, though actually



FRONTLINE

Zeppelin/£2.99

Oh no! You've left your handbag in the war zone and you've got to get it back — you just can't live without your *Filofax!* Well, actually the bag is really a valuable document case which you need so you can enter the secret enemy laboratory and steal the plans for the new missile.

You've probably guessed by now, having had a gawp at the screenshot, that *Frontline* is a *Rambo* clone. In fact it's a very good *Rambo* clone indeed — so good in fact, that it's even better than the original *Rambo*, though that's not saying much.

***Frontline* is a very 'professionally' (whatever that may mean), presented game, from the neat front end to the smooth eight way scrolling. And there are oodles of great graphics, loads of massacre-able soldiers, tanks and pillboxes to be blasted and acres of landscape to be mapped. It'll take ages to complete and at £2.99 offers excellent value for money.**

seeing one of the enemy is pretty rare. You have a full collection of AAMs and ASMs, as well as a rapid-fire cannon.

Your controls are simple, at least they would be simple if the instructions told you what they really were, but they think that the Speccy has function keys — weird!

When you don't see the enemy, (which is most of the time, since they travel much quicker than you,) nothing moves on screen except your dials — there are no landmarks or mountains you can fly past, everything is white and flat. The game seems very dull because of this. I think that it tries to be a simulation with arcade elements, or p'raps an arcade game with simulation elements, but it fails to be any good in either category. Sorry, I can't recommend this game at all.

TIME FLIES

Firebird/£1.99

I've seen many bad games in my time, but this must be one of the worst yet. You must find the 24 hours which a renegade time lord has stolen and hidden on four planets, by flying your AGXX22 fighter through the planetary defences, in order to recover the lost time.

Yes, it's yet another scrolling shoot 'em up, this time with crummy graphics and frustrating gameplay. The planet is made up of little squares which have a different effect on your ship depending on the pattern drawn on them. Some kill you, some attract you and some repel you. The squares all look so similar that it is very difficult to know what each will do until you hit it, and probably die.

The game is un-interesting, un-addictive and totally un-playable. Don't buy it.

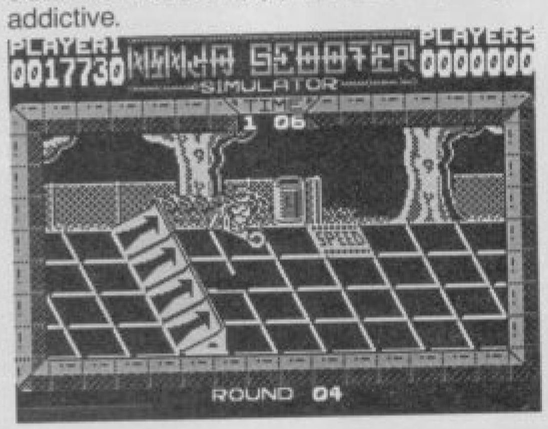
NINJA SCOOTER SIMULATOR

Firebird/£1.99

Firebird must have a real winner here — ninjas, scooters and simulation games are all real trendy right now, so *Ninja Scooter Simulator* will sell by the million, even though it has nothing whatsoever to do with Ninjas or simulators. *Ninja Scooter Simulator* is actually a rip off of *Metrocross*.

You must scoot across from left to right along several courses, dodging various obstacles, such as walls, holes and bouncing skulls (!!). Some objects help you, giving you extra time or turbo speed and you can use ramps to perform 'rad Ninja stunts.' But you must time your leaps carefully or you'll end up doing yourself a ninjary.

There's been a cheapo game like this released before, called *Star Runner* or something, but this game is far superior. The graphics and presentation are first class and it's both very playable and pretty addictive.

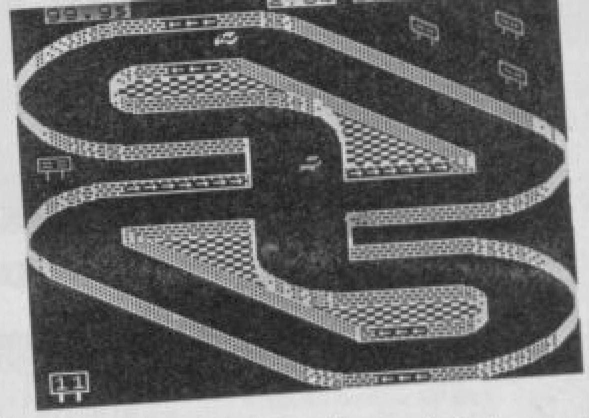


3D STOCK CAR CHAMPIONSHIP

Firebird/£1.99

3D Stock Cars is very similar in design to all those racing games which have been released recently — *SuperSprint, Jet Bike Sim* — in that one or two players race little sprites round a course against the computer. At first sight, *3D Stock Cars* is a pretty poor clone, with terrible graphics and shoddy presentation. But where it stands out from the crowd is in the depth of play and the realism of the controls, for the computer cars act "intelligently" (clever, huh,) to what is happening on the track.

So instead of just finishing the race faster than the computer drones, you can, and must, use some tactics to win. In fact, the more *evil* the tactics, the more likely you are to win. For instance, turning sharply in front of cars causes them to swerve out of your way — time your swerve correctly and they'll collide with the barriers and hit the other cars as they reverse out! Heh, heh!



It may be just because it appeals to the nasty streak in me, but I found *3D Stock Cars* to be one of the best racing games I've ever played. Don't be put off by the graphics, this is one great game.

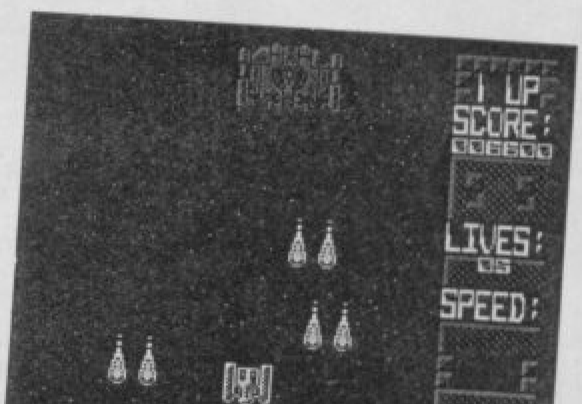
BARGAINS

SABOTAGE

Zeppelin Games/£2.99

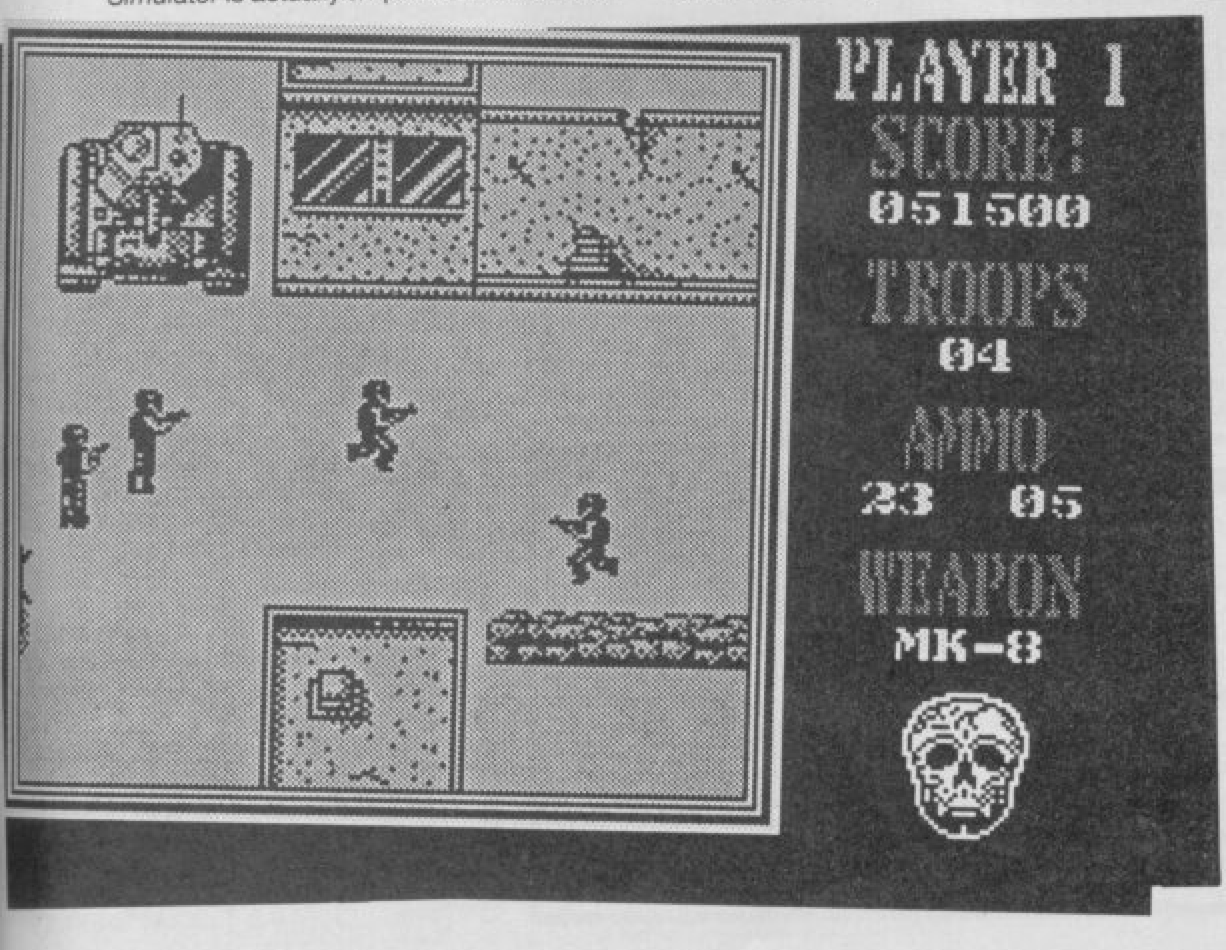
Wo-oh-oh-oh *Sabotaaage*. Things are never quite the way they seem . . . dum de dum de . . . Yes well, apologies to Stan Ridgeway for that terrible rendition of his tune, and I know I've got the words a bit wrong, but it's a bit more relevent that way. 'Cos just when you think that *Sabotage* is a pretty good scrolling shooter, it suddenly turns into a naff maze game. Do you like it? Norralot!

You start off with the scenery scrolling smoothly down the screen, and streams of alien cannon fodder flying in front of your guns. Get far enough through the level and a huge ship appears which takes several



shots to destroy. Then all of a sudden you're plopped into a maze of blocks and must rush through and collect a piece of blueprint which is under a dustbin lid for some reason. Escape with the blueprint and you can enter the next level.

As scrolling shoot 'em ups go, *Sabotage* isn't bad, but I can think of many better games, even at this price.



FREEDOM FIGHTER

Power House/£1.99

Freedom Fighter is another of those dire games that Power House always seems to release. This game has nothing going for it, has terrible sound, poor graphics and is completely unplayable.

The problem is that your ship is huge and slow, while the nasties are very small, move very fast and fill the screen with bullets which you simply can't avoid. If you manage to fight your way past all that, there's a huge wobbly mother ship, which looks like a dismembered jelly fish, to destroy.

Freedom Fighter is so bad that I doubt even the most warped of shoot 'em up addicts will like it. Avoid this like the plague.

BACK ISSUES

Don't look now — look back!

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2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

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6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.



7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free! • *Heavy On The Magick* map • *Jack The Nipper/Hijack*



reviewed • *GAC* user's guide • T'zer's arcade action special.

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17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Guantlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

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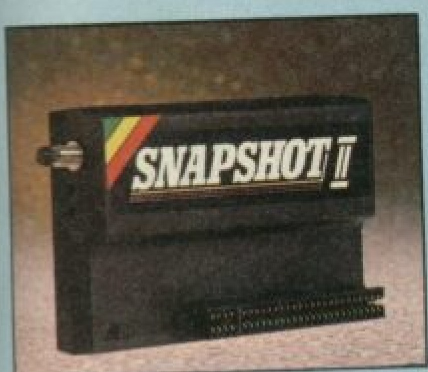
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YS Adventu

Corrections first. If any of you grubby little perverts out there managed to drag your eyes away from the cover of the May issue and read the adventure section, then you would have seen the following sentence, "**Peter Robinson** from Grimsby wants to know what to do after the Post Office job in *Bugsy*" This was fine as far as it went — trouble is, it was only the first half of the sentence, as someone snipped out the next bit, with the answer to Peter's question! (*Ooops, sorry. Inefficient Prod. Ed*) So, two months late, here's the second half: SELCSUM DNA EIVOL ERIH.

Now, my own deliberate mistake has been to lose someone's address, so if **Anne Turnbull** of Co. Durham wants the thrill of appearing in *Kind Souls* she'd better let me know where she lives! What a way to treat a lady, and after she sent me a map to *Serf's Tale* too. Which I *didn't* lose.

What I am in danger of losing is what's left of my sanity, which may not be much after so long at *YS*, but I want to hang onto what's left! What chance, though, when you have to deal with the likes of the Berk-ing mad **Matthew Conway** and the **Abertillery Anagram.** At least the Anagram makes himself useful by sending me in solutions, like the recent one to *Don't Panic, Panic Now!*, and by sending me in utility-writing tips, which I'm collecting for a future issue. Good job he does, as he also asks me silly questions, like 'Where's the birdseed in *Serf's Tale?*' Guffaw. Just 'cos there's a bird doesn't mean there's seed. If you want to get the bird, which you certainly should after a question like that, DOR TON TUB EGAC EVAH.

As for Conway, what can you do with him? Ignore him and hope he'll go away? Maybe some reader can help keep him occupied by providing him with the map that he wants for *Lords Of Midnight*. I've never seen such an object in all my adventuring existence, but if you happen to have one and a 20-ton truck to deliver it in, send it over to Matthew Conway, 1 St George's Terrace, Station Road, Lambourn, Berks, RG16 7PW.

Perhaps I could introduce Conway to Infected Software and hope he comes down with the Dreaded Lurgy. Infected Software is the tastefully named company who produced *Basque Terrorists Loose In Dartford*, an adventure whose very existence I doubted when **Philip Hancock** asked a question about it back in the April issue. Infected Software has written back in the shape of **R. Smith,** who signs himself Managing Director, Packaging Director, Advertising Director . . .! A busy man, but not too busy to explain that the code to open the safe is obtained by comparing the code with the note you find in the car. Pick the correct letters out of the message "Don't forget to drop my water, now," and the answer has a Turkish connection — and I don't mean you'll be delighted when you work it out.

Someone else with a bad code is **Alan Kinniburgh** of No Fixed Abode, who asks what the password is to the gravestone in *Matt Lucas*. The answer: TUO. Another kind-hearted software company is Pelagon Software, who helped out a *Lost Soul* who was stuck in a game of its called *Terraform*. Author of the game, **G. Power,** never missing the chance for a quick plug, says it's still available from him for just £1.30. Okay, okay, you'll get your free ad for your kindness. The address, before I forget, is Pelagon Software, 6 Renoir Mews, North Bersted, Bognor Regis, W. Sussex, PO22 9AU.



Andrew Pendrick of Bury St Edmunds is struggling along in *Gnome Ranger*, and I could have helped him stop struggling a lot sooner if he'd sent the compulsory stamped addressed envelope, but the poor lad obviously couldn't afford 13p. Shame. Still, to get out of the bog without dropping everything, ENOEMOS WOLLOF. What use is the shovel? WOBNIAR EHT TA GID OT. How to get at the witch before being turned to stone? That's easy, as you can't, but someone you haven't met yet can. Besides, it's the last thing you do in part one.

Another pauper is **Robert Wilkins** of Carmarthen, who's a newcomer to adventures and asks for tips on the four of them in *Scott Adams Scoops*. But no sae! Naughty boy. In fact *Scott Adams* games are not the best for newcomers, but I'll send you some help if you help me by enclosing a sae. Oh, I'm a real meanie, I know.

Nigel Jeffries of Cardiff was a good boy so I was able to answer his questions on *Valkyrie 17*, and tell him to ignore the ventilation grille in the laundry, ignore the ski hut (but take what's outside), and ignore the room across the corridor opposite the one with the safe in it. See, I can be helpful sometimes!

W J Harley of Newbury says he's been disappointed not to see any tips on *Knight Orc* in recent issues. I dunno, you can't win sometimes. Some readers tell you off for giving out hints on new releases, and others tell you off if you don't. You rotten lot. Anyway, Mr Harley (any relation to Jim Davidson?), the mouse in *Knight Orc* takes a lot of catching, and to get it you'll need the EYE spell first. You'll also need the silver moon, pebble and sack. And you can't deal with the dragon till you've caught the mouse, and you can't deal with the troll till you've dealt with the mouse *and* the dragon! To get into the castle you'll need to cast a spell on part of the drawbridge.

I'll give a quick mention to **Kez Gray,** as I'm sure you could all do with a good laugh. Kez nominates herself for a Manuel Award because she was creating some adventure graphics screens and carefully saved all seven of them onto tape . . . and then recorded over them with Jasper Carrott's version of *The Magic Roundabout*. Oh how I laughed. Well, we've all done it once — bet you don't do it again, though.

Ben Allard of Norwich asks about that golden oldie, *Golden Apple,* which obviously hasn't lost its appeal. Cor, what an adventure! To use the ON LAMP command you must, SEHCTAM EHT YRRAC. And you can't repair the bridge till you've got something you need from within the cave, for which you need the lamp, though there's a little sneaky twist

ILLUSTRATION: ANTHONY COLBERT

ures

when you go into the cave so watch out for that.

A bundle of questions from **Trevor Taylor** of York, including some of Tartan's games. In *Castle Eerie*, what use is the oil? WAS EHT LIO. To open the metal box in the cellar REMMAH EHT HTIW TI KAERB. In *Ship Wreck*, to get some money, NIBAC RUOY YDIT. Like several people, Trevor asks about getting through the Iris Door in *Kayleth*. This is almost the last thing you do in the game, and you won't be able to sort it out till you have five AZAP codes, but when you've got those five you should be able to rearrange the letters to make some kind of sense.

Ray Cole of Nottingham sends some tips on *Rigel*, which I know will be helpful to lots of people who've written in. If you're struggling in Suburbia, TSOP—PMAL BMILC. If you're stuck in the desert, SPETS ECARTER. To get past the robo-tank, GOD LLAMS OT ENOB EVIG then go back to the tank and HTUOS OG. In the plaza in part two, HCTAP EHT ERONGI TUB SEHCNEB REDNU KOOL.

Any would-be artists out there willing to help a fellow adventurer? **Paul Cardin** of 3 Lonsdale Villas, Wallasey, Merseyside, L45 4PG is just finishing off an adventure he's written using *GAC* and *The GACPAC*, ("excellent . . . I'd be lost without it," Paul says), but he hasn't a clue about doing a loading screen and would like to hear from anyone who could help him out.

Labouring in *The Labours Of Hercules* are **Mr and Mrs Carney** of Leeds. "Can you or anybody please tell us how to capture the hind? Reference books state that it was his easiest task, so how come we've spent weeks trying to do it?" Ah, these devious adventure writers. You can't capture the hind (actually it's the Cerynitian Stag), in the location where you first meet it, instead you have to look around for a place where you think it might come to graze. EERT BMILC and then TIAW. When the Stag appears, just TEN PORD on it, then go down and EPOR HTIW GATS EIT, otherwise it'll be up and away within three moves. And for anyone who hasn't tried this game, I've had nothing but praise for its professionalism and deviousness from everyone that's played it. Definitely worth taking advantage of the *YS* special offer on this one.

Finally, adventure-playing **Daniel Haigh** of Leicestershire has been musing (they can't touch you for it), on the face that if Sir Clive Sinclair had had a different name, then we might have had to call the mag *Your Trumpington-Smythe* or something similar. Well, it could have been worse. Suppose Graham Willie had invented the Spectrum? What would you have been holding in your hands right now?

news

Venture forth with Mike Gerrard



● A chat with Pete and Mike Austin reveals that their next adventure, *Launcelot*, is well underway and should be almost ready for release by the time you read this. It'll be their first original game to be published by Mandarin Software, following the *Time And Magik* trilogy of updated golden oldies. *Launcelot* will be in three parts, and Pete has been immersed in Arthurian legends while writing the storyline, which will be based on Mallory's *Morte d'Arthur.* The third part of the trilogy has you setting out on the quest for the Holy Grail, and it'll be the real thing this time, no Monty Python-style send-ups.

"There will be a Spectrum version, of course," Pete told me, "and we're even hoping we might be able to add some graphics to it, as on other machines. They'd have to be black and white, and we don't know yet whether we can manage it so don't bank on it, but we're trying. The story follows the adventures of Launcelot, of course, and at one point in the game you even have to sire a child — that must be an adventure first!" (I'd like to see the cryptic clue on that one!)

"What appeals to me about adventures now," Pete went on, as Mike munched away on his Chinese dinner, "is the way you can have much more character interaction in them, and that's certainly the way we hope to be going with our future releases. I'm not keen on linear adventures, where you just solve the first problem, then the second one and so on. I want there to be much more of a feeling of a real world, with other characters having much more to do. There's not a lot more you can do by way of making the parser more sophisticated, so concentrating on the other characters in the game is something we very much want to do. We want to produce adventures which have the depth of a good novel."

Pete also talked about the problems of bug-hunting, but not in the usual way. He was concerned that with *Gnome Ranger* one of their play-testers passed on pirate copies of the un-debugged version to friends, and the next thing Level 9 knew there were letters from people in magazines complaining about bugs in the game before it had even been released. So not only did the people steal a copy of the game in the first place, they then dared to write in and complain that it was full of bugs and so maybe discouraged other people from buying it. Pete's been able to track down the culprit, who'll get everything he deserves.

● The *Excalibur* adventure got mixed reactions from people, but those who loved it will be pleased to hear that many more just like it should be on the way. *Excalibur* was written by Ian Smith with great graphics by Shaun McClure, and now Ian has teamed up with his dad, Tom Smith, to produce a system that will enable them to quickly write more *Excalibur* style games but with added functions. That man McClure will provide the graphics again, and the games will probably be published by Alternative.

● Remember my exclusive preview several yonks back of the first part of *Jekyll And Hyde*, by those Essential Myth Wonder-programmers? Well at last they've finished the trilogy and a review will be appearing any day now. If you can't wait (and I don't blame you as all you need to know is, BUY IT!), then it's available not from CRL as originally planned, but direct from the Essential Myth, 54 Church Street, Tewkesbury, Glos, GL20 5RZ. No doubt that makes it a bit cheaper,

at £7.95 for a 3-parter on the 48K machines, £9.95 for three even bigger 128K parts, and £12.95 for a Plus-3 disk version. The bigger versions will be identical as far as solving the adventure goes, but will have many more location graphics (and possibly more objects), extended text, greater manipulation of objects, examine messages for virtually everything examinable, and more sophisticated non-player characters. Are there any other such multi-load 128K games, that's what the lads want to know? *YS* readers who keep their eyes open might even save themselves a few pennies on this terrific adventure.

●**Not another new fanzine? Yes, but this one's a bit different as for a start it's called *ZAT Programming*. ZAT? Z-A-T, geddit? In case you don't I'd better explain that it will be covering all Z-80 based micros like the Speccy, CPC and PCW. For adventure addicts there will be several solutions in Issue 1 of the mag, plus an interview with Fergus McNeill, and regular reviews with an article lined up on how to get the best from *PAW* and *GAC*. They're also trying to organise an interview with your favourite adventure columnist — but if they can't get him they'll ask me. The first issue will cost 60p for about 30 pages, though editor David Ledbury is hoping that enough sales will enable him to cut the price by cutting the photocopying bill a little! Try the first issue by writing to *ZAT Programming*, PO Box 488, Tweedale, Telford, Shropshire, TF7 4SU.**

● What do you get if you cross a *Splut* with a *Spectacular*? I don't know, but we're about to find out as the two fanzines have merged under the editorship of Richard Pelley, 32 Abbey Road, Westbury-On-Trym, Bristol, BS9 3QW. A bigger better adventure section is promised (well it has to be better than *Splut*'s adventure section!), and you can find out just how good it is for a mere 25p to the address above.

● **There would have been a final wee news item about the *YS* reader who was being enterprising and offering a money-back spell-checking service for any *GAC* games . . . but I got to the end of his letter and he'd spelled 'Yours sincerely' wrongly. Sorry, Matthew!**

YOUR SINCLAIR MEGAGAME

TIME AND MAGIK

Mega-game status on Level 9's *Magik* trilogy without a doubt, and good to see all Spectrum possibilities being catered for at the same price . . . well, except for the 16K machine, that is, can't think why. The cassette version offers one adventure per tape, with 48K versions on one side and 128K on the other, though I haven't seen the disk version yet as that's just being finished off. The three games included are *Lords Of Time*, *Red Moon* and *The Price Of Magik*, and just like the Rainbird trilogies before them, all the games have been put onto the latest version of the Level 9 adventure program. It's good to see an old friend like *Lords Of Time* in a shiny new outfit!

The games are still text-only, but the text has been considerably enhanced in the 128K versions, where there's also a RAMSAVE command as well as an OOPS feature that takes you back one move and which can be used several times in succession, depending on the circumstances. There's the now-usual Peter McBride story in the glossy manual, which also includes an intro to adventuring for beginners. Good move that, following in the footsteps of US adventuring giant Infocom, as is the new description of the games being 'interactive fiction' that's crept onto the front of the box.

The games aren't *really* a trilogy of course — the two *Magik* ones do continue a theme, but *Lords Of Time* was in no way a prequel to them. But who cares when you've got such good adventuring. The story that's been concocted is that these are the three key episodes in the struggle to defend creation. Blimey, what a responsibility! Yes, only you can save mankind from a fate worse than *Wet, Wet, Wet*.

Lords Of Time has its champions as one of Level 9's better games, and it has a neat idea which involves you in travelling to nine assorted time zones, in a time machine cunningly disguised as a clock. Turn the cogs inside and swing your pendulum, and there you are in a different time and place. Solving some of the problems will require you to transport objects with you from another zone — and the problems are very cleverly worked out. Sue Gazzard, where is your next game?

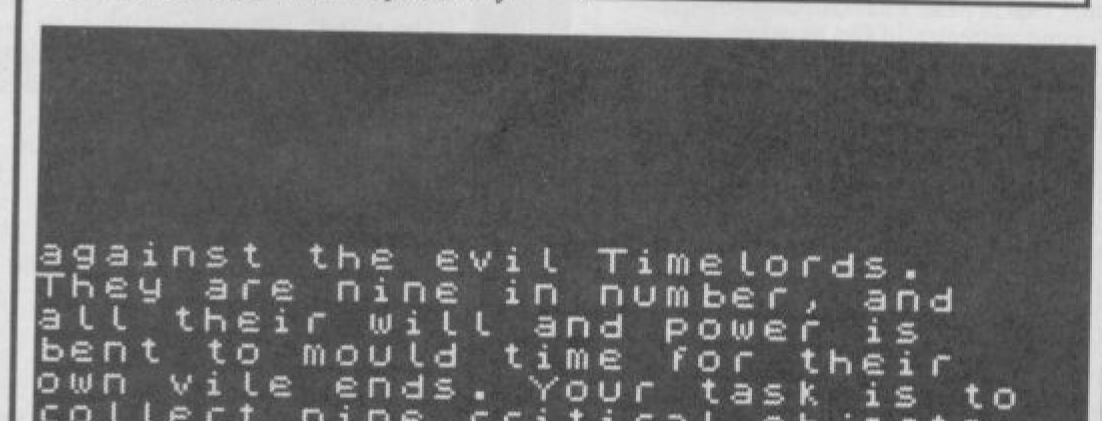
Red Moon introduced the idea of spell-casting to Level 9 games, as you attempted to retrieve the powerful Red Moon crystal. This was voted 'Adventure of the Year' in many places, as was the follow-up, *The Price Of Magik*, which had you exploring a dark and gloomy mansion in your battle against the dreaded magician, Mylgar. It was a real treat to have another look at this one, and renew my friendship with the werewolf and the giant slug. A thoroughly enjoyable romp, and a good 'open' game with lots to explore before you start getting stumped.

Three games worth getting then, definitely, even if you've already got one or two of them in their earlier versions. Magic!

Graphics
Text
Value for Money
Personal Rating

9

FAX BOX
Title .... *Time And Magik: The Trilogy*
Publisher.................... Mandarin, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire SK10 4NP
Price....... £14.95 (tape and Plus-3 disk versions)

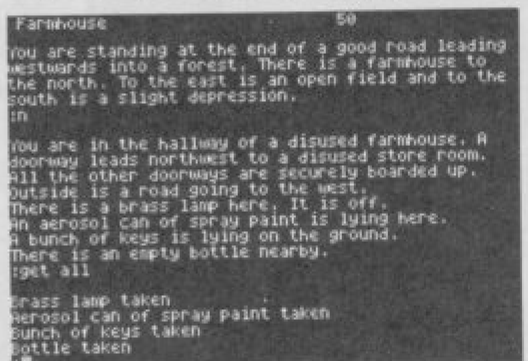


ACHETON

Topologika's just brought out several Speccy disk-only (and text-only), adventures, and titles like *Countdown To Doom* and *Philosopher's Quest* might be familiar to anyone with a Beeb-owning friend. The latter sold in its tens of thousands for that machine, but the one I'm looking at in its new Spectrum incarnation, is *Acheton*.

This takes place in the four thousand and twenty-seventh year of the reign of Yelka-Dekkim IV (just thought you might be interested). It's a challenge to the greatest adventurers in the known universe, but that won't prevent *YS* readers from having a go as well. Your task? Simply to uncover the secrets of the land of Acheton. Did I say 'simply'? (Yes I did, 'cos I remember saying it).

To give you some idea of the scale of this disk-only game you're given a clue sheet which won't give anything too much away by itself, but which runs to 233 questions! The 'on-line' help is a feature of Topologika games, and I'll bet a lot of people have mixed feelings about this. If you're having trouble with something,



you type HELP and you're prompted for a clue number, which you get by looking at the clue sheet I mentioned. Typing in the number gives you a genuine clue, and you're then asked if you want a more detailed clue, right through to the solution to the problem being given — but you're always warned if that's about to be revealed. A good feature for beginners, but you'll have to be really disciplined not to look up the answers each time you get a bit bogged down.

With this game you start at the end — the end of a road, surrounded by forests, farmhouses, fields and a slight depression. You already have 50 points to your credit and haven't even touched the keyboard yet! Can this success last? Well it seems to do early on, as you can soon pick up quite a few treasures. The adventure's basically another excuse to go wandering round an underground cave system at the start — and I like the Tomb Room where failed adventurers are buried. It does open up to other areas too later on, and obviously the treasures get rather tougher to collect!

The parser's not up to the standard of Level 9 or Magnetic Scrolls. It can cope with multiple inputs, but really it's your basic VERB-NOUN type, and one disappointment is the lack of an EXAMINE command, which can not only add fun to a game but gives clues to the puzzles too. To its credit is the game's size, which at about 140K means a hell of a lot of game-play — as your map will soon show. So if you don't insist on the latest state-of-the-art fancy adventure, then *Acheton* is good value-for-money.

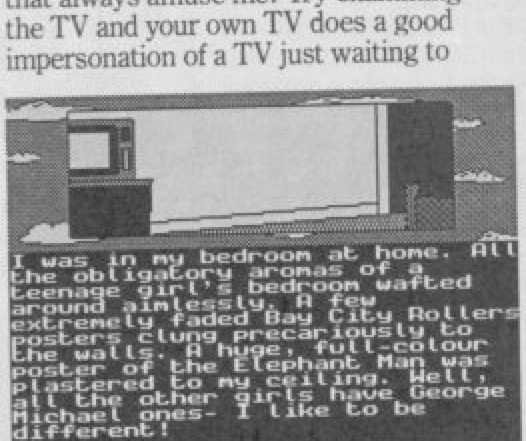
Graphics
Text
Value for Money
Personal Rating
7

FAX BOX
Title .... *Acheton*
Publisher .... Topologika, PO Box 39, Stilton, Peterborough PE7 3RL
Price £9.95
(Plus-3 disk version only)

FAIRLY DIFFICULT MISSION

Fairly Difficult Mission? Sounds just about my level. This latest Zodiac game is a generous four-part epic (plus foot-notes, *plus* a bonus 'Intermission' program), hence the slightly higher-than-usual price, but it's worth every penny. As I've commented before, even the loading instructions with Zodiac games are hilarious, as is the introduction. One difference this time is that in the interests of sexual equality, the star of this adventure is computer-freak Charlotte Webster who sits at her Speccy about to load her latest game into it — just like you. Coo what thrills!

Zodiac's games are full of little touches that always amuse me. Try examining the TV and your own TV does a good impersonation of a TV just waiting to have a Spectrum game loaded into it. Later on in the game, when you meet King Derek of Fantasmia (who he?), you'll be given your own chance to review an adventure game that you also get to play, and it looks like some of those that are sent in to me from time to time, complete with mis-spellings and bugs! Clever use of *PAW* here.



You've been summoned to see King Derek by the man with no vowels (no *vowels*, I said!) and that's Zytrwzx, who also sounds like the hero of many an adventure sent in to me. Zodiac's tongue is never far from its cheek, if you know what I mean. After meeting Derek and being given your mission, which is to bring back the stolen . . . oh, never mind, that's not really the point. Next thing you know you're in the game's featured maze — and even this had me laughing, especially when I got some help at escaping from the rather tall elf called Mike, though he'd only give it to me in return for a stamped addressed envelope. Now who could this be based on? (Write your answers on the back of a fiver, please, and send them to me).

The first part of this game is admittedly more of a 'page-turner' of an adventure, to get you into the story, but the vast numbers of EXAMINE commands and little sub-routines make it great fun to play through. The nub of the adventure comes in the middle two parts, which I mention only because it allows me to use the word 'nub', which doesn't happen often. But when you get to the 'nub' (there it is again), the game gets tougher by far. Curses — you have to wait longer between the jokes! The whole thing's a send-up of adventures where the heroes have funny names, there's an obligatory quest, an obligatory maze and an obligatory glowing portal. They've even given you a chance to use a swear-word legitimately in the program — is this a first? And possibly a last?

Anyone who's bought earlier Zodiac games won't need me to tell them to rush out and buy this one . . . well, you've got to stay in and buy it actually as it's mail order only. Anyone who hasn't tried one before: do yourself a favour and investigate pronto, if not sooner.

Graphics
Text
Value for Money
Personal Rating
8

FAX BOX
Title .... *Fairly Difficult Mission*
Publisher .... Zodiac Software
22 Peakdale Ave, Goldenhill
Stoke-on-Trent, Staffs ST6 5QP
Price £3.50

MIKE GERRARD CONTINUES HIS QUEST TO THE BEST INDIES

Calling all adventurers. Grab those round ended scissors (if you're using sharp ones, make sure you get an adult to help), and get snipping round this page. 'Cos here's another bumper page stuffed full of adventuring bargains just for you.

Boogie with the Balrog!

Yes, boogie on down to the Rochdale Balrog's office and pick up any of John 'El Supremo' Wilson's adventures that you might have foolishly missed. I've reviewed several of these, so you shouldn't need reminding how good, hard and funny they are. Not quite Delta 4, but at least Delta 3! Titles are *The Secret Of Little Hodcome, An Everyday Tale Of A Seeker Of Gold, Bulbo And The Lizard-King* (8/10, August '87) and *Fuddo And Slam* (7/10, Feb '88). Pick any one for £1.49, any two for £2.99 or any three for £3.99.

YS SPECIAL ADVENTURE OFFER

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rockdale, Lancs OL12 7NX.

FROM:

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Address ....

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I enclose my cheque/postal order for £...... for the adventures ticked below at the special going-rate for *YS* readers of £1.49 for one, £2.99 for two or £3.99 for three. If I want all four I realise I shall have to enter into private negotiations. Meanwhile, the following, please:

Bulbo And The Lizard-King ☐ *An Everyday Tale Of A Seeker Of Gold* ☐
Fuddo And Slam ☐ *The Secret Of Little Hodcome* ☐

What Is A Zodiac Anyway?

Some of my favourite adventures have been written by Zodiac Software, alias Dave Dutton and Andy 'I Won the *Batty* Challenge' Lowe. They're now offering no less than three of their adventures for the price of one. As some of them are multi-part games, your £2.50 could keep you in problems for months. For that you get two early releases, *Soap Land* and *Scary Mansion*, both of which were raves in my round-up in October '87, and a brand new game whose title no-one could possibly resist: *For Your Thighs Only*. Clip the coupon now!

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TO: Zodiac Software, 22 Peakdale Avenue, Goldenhill, Staffs ST6 5QP.

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Cheap Disk Adventure

Topologika's adventures have sold in their thousands on machines like the BBC, and now here they are for adventure-starved Plus-3 owners. Being disk games, they are of course, going to be wildly expensive, aren't they? Wrong! Though they normally retail at £9.95, the company agreed to make a special introductory offer to *YS* readers. One game will set you back £7.95, or you can have two for £13 or any three for just £18, all prices including vat and p&p. Choose from *Acheton, Countdown To Doom, Kingdom Of Hamil* and *Philosopher's Quest*, and see Topologika's ad elsewhere in this issue for further details of the games . . . and to check the price that other poor fools will be playing without el coupon.

YS SPECIAL ADVENTURE OFFER

TO: Dept YS7, Topologika, PO Box 39, Stilton, Peterborough PE7 3RL.

FROM:

Name ....

Address ....

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Countdown To Doom ☐ *Philosopher's Quest* ☐

Save a Few Shekels on Jekyll!

A few months ago I did a preview of the first part of *Jekyll And Hyde*. Definitely a mega-game in the making, I thought, and that's not surprising as it's from the capable *PAWs* of the Essential Myth, the lads who brung you *The Book Of The Dead*. Their latest tale is adapted from the classic book *Dr Jekyll and Mr Hyde*, and *YS* readers are being given an exclusive chance to save a few quid. Well, one quid off the £7.95 48K version, and two quid off the 128K and Plus-3 disk versions, which will cost silly old non-*YS* readers £9.95 and £12.95 respectively. Buy it now, before darkness falls . . .

YS SPECIAL ADVENTURE OFFER

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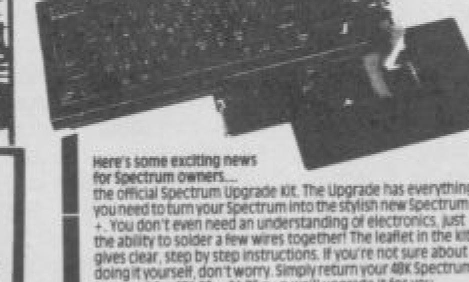
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The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended models. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

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2. Should you require the do-it-youself kit just send £24.95 + £1.75 p+p. Total £26.70.
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KIND SOULS

Not sure of this first chap's name, it looks like **Christopher Pieri**. But I'm sure of the address, which is 26 Noreen Avenue, Minster, Sheppey, Kent, ME12 2EH. Christopher would like to thank Doreen Bardon for her help in the past, and his own list of successes now runs to *Shrewsbury Key, Adventureland, Zacaron Mystery 1, Secret Mission, Eddie Smith, Pirate Adventure, Voodoo Castle, Claws Of Despair, Golden Baton, Doomsday Papers, Arrow Of Death I/II, Heroes Of Karn, Imagination, Time Machine, Seabase Delta, Escape From Pulsar 7, Subsunk, Circus, Urquahart Castle, Feasibility Experiment, Golden Rose, Wizard Of Akyrz, Hexagonal Museum, Perseus And Andromeda, A Tangled Tale, Ten Little Indians, Waxworks, Moreby Jewels, Gremlins, To The Manor Bourne, Robin Of Sherwood, St Brides, NeverEnding Story, Zzzz, Matt Lucas, Holy Grail, Claymorgue Castle, Spiderman, Terrors Of Trantoss, Hulk, Terrormolinos, Hampstead, Mindshadow, Gordon Bennett*. . . Oh sorry, that last one was me muttering to myself, not an adventure.

A rather shorter list from **Stephen Green**, 5 Faltis Square, Bradford, West Yorks, BD10 8BS, *Rigel's Revenge*. Well, we've all got to start somewhere, and as this was Stephen's first adventure I reckon he did well to complete it as he says, "after 12 days of being blown up, gassed, bitten, poisoned, cudgelled, eaten, shot, frazzled and a few other sticky endings!" Welcome to the merry band of adventurers, Stephen, and those are wise choices you've made for your next adventure games, *Silicon Dreams* and *Serf's Tale*.

Steve Lodey's a familiar name, and he's recently added the following titles to his list of successes: *Terrormolinos, Imagination, Sorcerer Of Claymorgue Castle, Very Big Cave Adventure, Castle Blackstar, Sherlock, Life Term, Return To Eden, Boggit, Valkyrie 17, Kobyashi Naru, Price Of Magik*. If you're stuck in any of those then send sae's to 5 Felix Road, Felixstowe, Suffolk, IP11 7JD.

Now at last, someone else who's solved *Inspector Flukeit*, and not many people have. This one is **David Thomas**, 1 Rosevean Cottages, Rosevean Road, Penzance, Cornwall, TR18 2DZ. What a lovely address, and you should write to it if you have any questions on *Inspector Flukeit, Rigel's Revenge, Shard Of Inovar, Kobyashi Naru, Se-kaa Of Assiah, Sherlock, Valhalla, Hobbit, Lord Of The Rings, Bugsy, Very Big Cave, Redhawk, Kwah, Hampstead, Kentilla, Seabase Delta, Planet Of Death, Inca Curse* or *Ship of Doom*.

"Just tell me where you're stuck, Chuck!" That's the message from **Kez Gray**, alias Kygra the Great, of 3 Alder Crescent, Orford, Warrington, Cheshire, WA2 8AQ. Stuck Chucks should contact Kez for help on any of the following, *Wiz Biz, Little Hodcome, Everyday Tale Of A Seeker Of Gold, Spiderman, Father Of Darkness, Mad Martha II, Lord Of The Rings, Trapdoor, Boggit* and *Gremlins*.

Judging by some of her letters, I think Krazy Kez definitely needs the services of a doctor. Maybe she should try **Dr Chris Banks**, 105 Ross Close, Saffron Walden, Essex, CB11 4DU. Chris is prepared to be consulted on *Hobbit, Planet Of Death, Inca Curse, Ship Of Doom, Espionage Island, Eye Of Bain, Adventureland, Classic Adventure, Golden Apple, Greedy Gulch, Kentilla, Mindshadow, Secret Mission, Urban Upstart, Pirate Adventure* and *Voodoo Castle*.

The mysterious **Jackdaw** writes from 34b South Terrace, Littlehampton, Sussex, BN17 5NU to say, amongst other things, that he's prepared to help out on *Gnome Ranger* and *Excalibur*, though he doesn't recommend the latter to seasoned adventurers, as it only took him 35 minutes to solve! *Gnome Ranger* took a little longer, but he got there in the end, so a million-and-two thanks for the solution, Jackdaw. Caw, what an adventurer!

Ray Cole thinks he must be one of my older readers, having reached the grand old age of 30. He must be joking, of course, though I bet a few of the more elderly adventurers had severe palpitations on seeing the notorious *Vixen* cover and are in danger of passing away. Anyway, Ray's happy to help out on *Lord Of The Rings, Bored Of The Rings, Kobyashi Naru, Matt Lucas, NeverEnding Story* and *Rigel's Revenge*. Send those sae's to the elderly Ray Cole, 16 Highwood Ave, Bilborough, Nottingham NG8 3AF.

A brief but welcome list from **Trevor Taylor**, 7 Markham Crescent, Haxby Rd, York YO3 7MS, *Karyssia (Part I), Matt Lucas, Boggit* and *Bored Of The Rings*. Trevor's too modest to mention *The Calling*, as well, which he wrote!

Ted Webb, 3 Montgomery Walk, Waterlooville, Hampshire PO7 5TD will come to your rescue on *Big Sleaze, Custerd's Quest, Rigel's Revenge, Golden Mask, Demon From The Darkside, Seeker Of Gold, Eye Of Bain, Valkyrie 17* and what he describes as 'the usual ones.'

Gary Lancaster, 26 Bridgeleap Road, Downend, Bristol BS16 6TW will gladly help anyone out on *Doomsday Papers, Holy Grail* and *Rigel's Revenge*, while you can also get help on *Rigel* and on *The NeverEnding Story* from **Stephen Green**, 5 Faltis Square, Thorpe Edge, Bradford, West Yorks BD10 8BS, who would like to thank Stephen Conibear for his help in the past. Consider yourself thanked, Stephen.

This next chappie's decided to charge for his help — obviously an aspiring yuppie. That's **David Jones**, 18 Heol Derw, Hengoed, Mid Glamorgan CF8 7NT. It's 10p for tips, 20p for maps and 50p for full solutions. That'll sort out who's serious and who isn't! Solutions are available for *Kobyashi Naru, Mindstone, Master Of Magic, Spellbound, Knight Tyme* and *Megabucks*. POKEs are available for *Hobbit* and *Spellbound*, but David hasn't quoted a price per POKE! He has maps for *Matt Lucas, Moron, Boggit, Sherlock* and *Spellbound*, and tips for *Matt Lucas, Heroes Of Karn, Moron, Rebel Planet, Stormbringer, NeverEnding Story* and *Seabase Delta*. And after this ad, I want 10 percent David, Okay?

The other month I featured **Wyn Gravelle**'s lengthy list of adventure successes, and here's another to add to the conquests, *Buckaroo Banzai*. A new address too, Wyn asks readers to note, 27 Brynteg, Pentremeurig Road, Carmarthen, Dyfed SA31 3ES. Wyn also says that the "adventure section is much better than any other adventure section, so I'm going to stick with *Your Sinclair* from now on and take out a subscription." Now, T'zer, about that pay-rise . . .

LOST SOULS

Makes a change to have someone who's lost in a program rather than in the game itself. The game is *Lord Of The Rings* and the someone is **Dave Evans**, 81 Lower Road, Hednesford, Staffs. Dave was concerned that the SCORE command on his version didn't seem to work. No problem — it doesn't work on any of them, as it's one of several commands that were taken out at a fairly late stage. Dave's broken into the machine code program and wonders if anyone's been able to modify it to implement the SCORE command? So if any *YS* readers can do something the original programmers couldn't, write to Dave! While you're at it, Dave's also interested to know which bit of the program transfers the text to the screen. Any help on that?

Same game, different reader, different problem. A nice simple question, though — has anyone got a complete solution plus maps to *Lord Of The Rings*? Well I've got a solution, which you can have a copy of if you send me a sae, but if anyone else can help with the maps then contact **Chris Letch**, 35 Lord Street, North Shore, Blackpool, Lancs FY1 2BJ.

Kez Gray needs help. We all know that, but she needs it on some adventures too, like *Finders Keepers* (anyone got a map?) and *Mindshadow* (any help at all!). Kontakt Krazy Kez at 3 Alder Crescent, Orford, Warrington, Cheshire WA2 8AQ.

Next *Lost Soul* is **David Jones**, 18 Heol Derw, Hengoed, Mid Glamorgan, CF8 7NT.
Adventurer wants to know what the method is of typing in the binary number in *Stormbringer*, to get through the security door, and how to get past the robo-tank in *Rigel's Revenge*.

Blimey, what a short *Lost Souls* section this month. Either I'm getting better at answering the questions, or you're getting better at not getting stuck! Keep it up — I can put my feet up now!

ADVENTURERS INTERNATIONAL

Yet another letter from artist extraordinaire, **Wim Castermans**, who sent me a photo of his gorgeous sister **Zulma**. Okay, so she was only three-years-old when it was taken, it's the thought that counts. Hi Zulma! I don't know what our postie thinks of Wim's letters, as the envelopes are almost as entertaining as the letters inside. Come to think of it, they're probably *more* entertaining, as when I get inside I have to answer all kinds of questions, like what to do at the bull-ring in *Terrormolinos*? (Answer: YKNAH EVAW). And what's the command to press the buttons in the elevator in *Planet Of Death*? (Answer: 3 HSUP, 2 HSUP, 1 HSUP). But Wim's now solved a few more adventures that he's prepared to help readers on, and the fact that most of them are available as freebies from me is pure coincidence, I'm sure. *Dracula, Lord Of The Rings, Big Sleaze, Sherlock, Holy Grail*. Wim's address is Dooistraat 21, B-3610 Diepenbeek, Belgium.

Some pleas for help from down under this month too, from New Zealand, which isn't surprising as it can't be easy working out which way's north when you're hanging upside down in the wrong half of the world. The pleas come from **Wayne Lewin**, who asks several questions on *Kentilla*, so here are the answers to some of them. To get the dry moss find the damp moss and drop it somewhere hot. If you can't get the silver dagger, then you *do* have a faulty tape, and if you can't get the *Kentilla Kure* program to work from the October issue, then there's nothing for it but to return the tape to the shop for a refund, as I don't think Mastertronic is going to release a corrected version. Or if it is then it's taking a rather loooooong time about it!

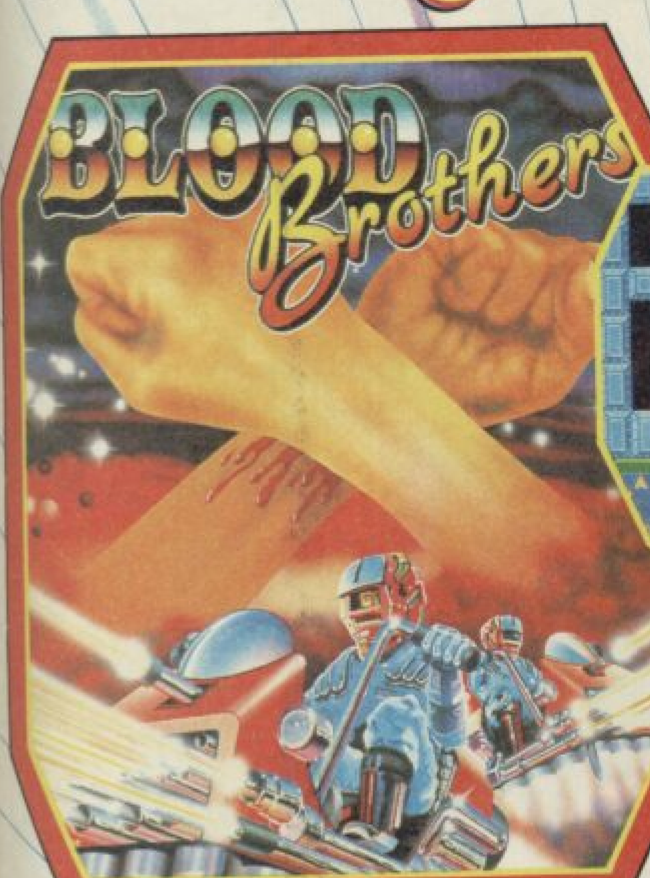
On *Zzzz*, to get started you could try swimming north, digging in the sand with the spade, lifting the bucket, digging again, getting the bucket, going west to the border post, pushing the bike, heading east to the igloo and ringing the bell. After that you're on your own.

Another problem game has been encountered by Portuguese reader **Manoj Ranchordas**, and that's *Murder Off Miami*. Manoj says he's tried everything, but can't get out of the desk at the start of the game. Well, early copies of the Spectrum version had a rather large bug in them: you couldn't even stand up from your desk and get on with the game! A later corrected version was released, so all you can do here is return it to the shop for a replacement or a refund, as there's no way you can get any further with that one.

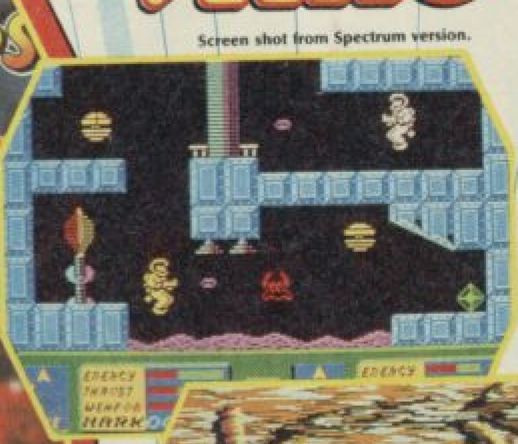
Manoj is looking for someone to help him with *The Big Sleaze*, as he's driven the car to several places but can't seem to get anywhere. Write to Manoj at Rua Sacadura Cabral, Lote 23 I°A, Quinta da Galiza, 2765 S. Joao do Estoril, Portugal. The same applies if you want any help on any of the following adventures: *Dracula, Rebel Planet, Kwah, Sidney Affair, Heavy On The Magick, Colour Of Magic, Project X, Aftershock, Spiderman, Temple Of Terror, Gremlins, Sherlock, Peter Pan, Hobbit, Grange Hill, Vera Cruz, Invincible Island, Fourth Protocol, Runes Of Zendos, Shadows Of Mordor*.

And finally a postcard of Frankfurt from **Paul Lanff** of Schlosstr, 13-15, 6000 Frankfurt 90, W. Germany, who talks about *Shadows Of Mordor* and shows his masterly command of the English language by describing the slow SAVE/LOAD feature as, "a pain in the bum." Really, what do they teach them in school these days? Paul asks how to get the fishing line in that game, as even when the orcs are dead and the line is visible, he doesn't seem to be able to take it. So what's the line to take on this one? (Ho-ho). Well Paul, your English is better than the Inglish that the game is written in, because the fishing line is actually a length of line so you must TAKE LENGTH as TAKE LINE or TAKE FISHING LINE don't work! *Auf wiedersehen!*

Always ahead of their time

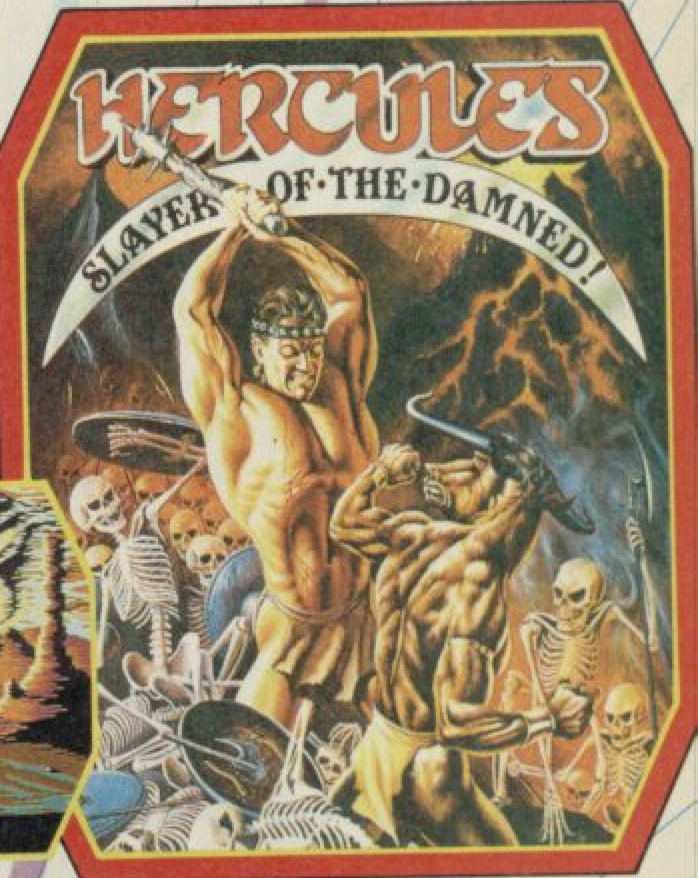


Screen shot from Spectrum version.





Screen shot from CBM 64/128 version.



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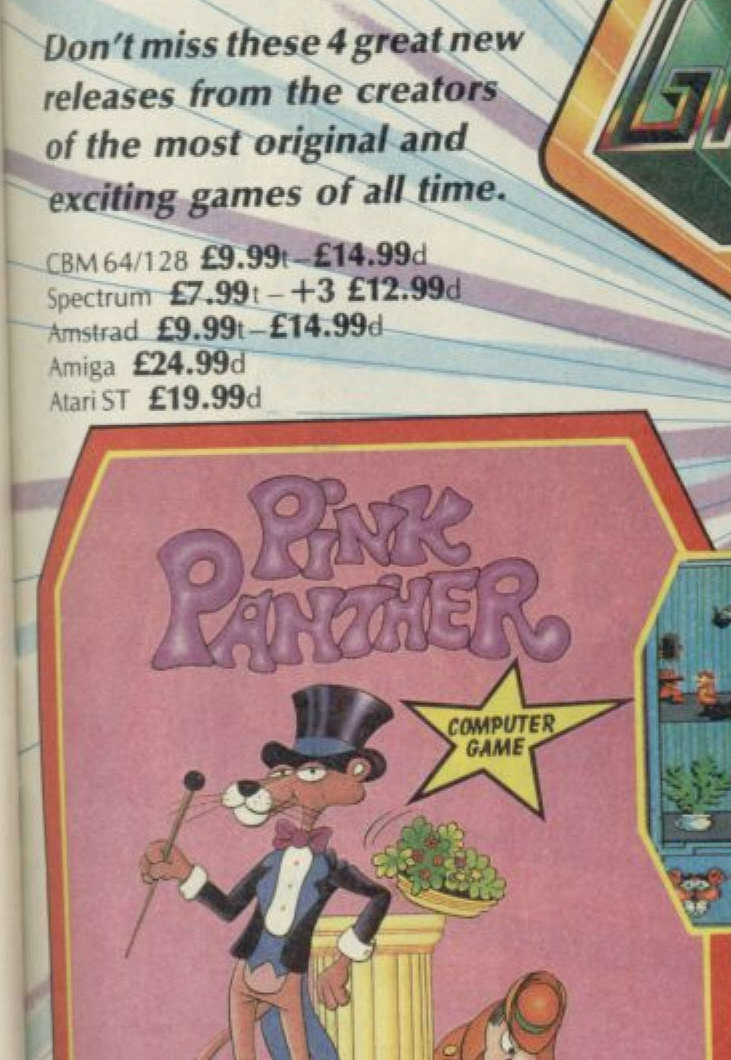
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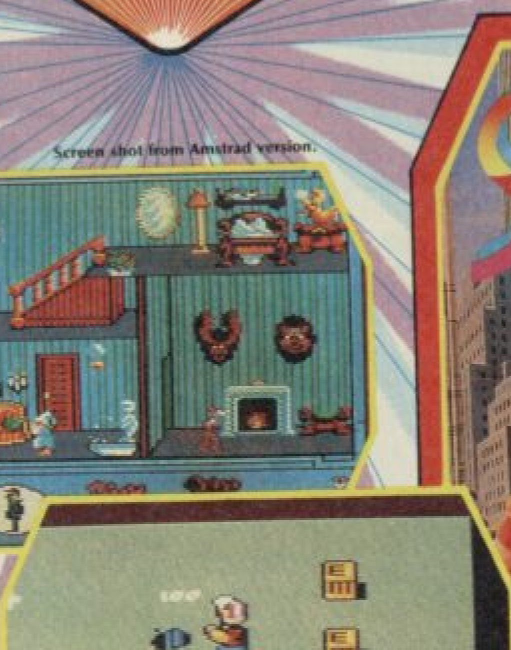
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Screen shot from Amstrad version.

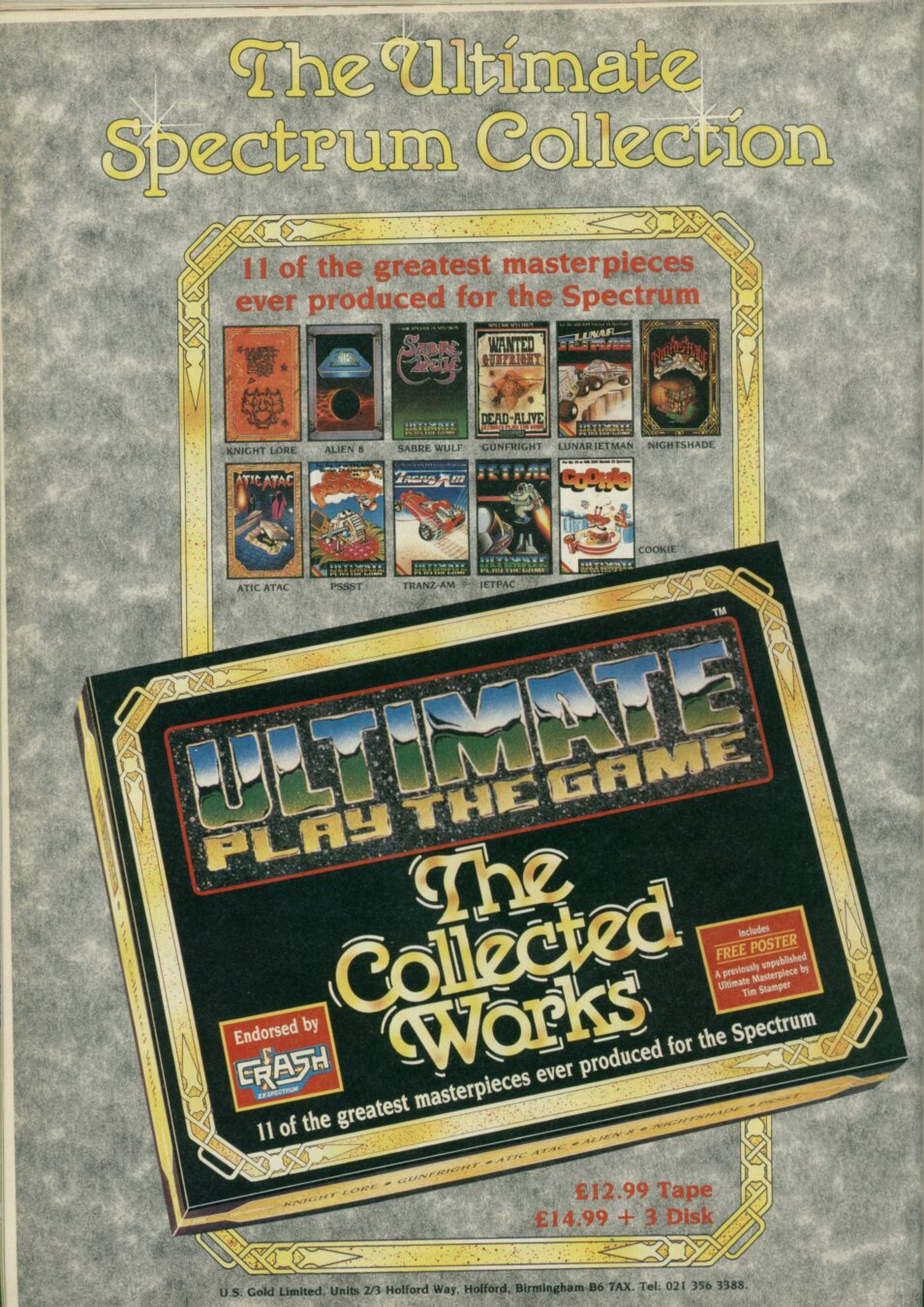




Screen shot from Amstrad version.



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PROGRAM PITSTOP

Yibble, yibble, yibble, yibble and yibble (not forgetting the yibbles)! Yes, more pages of prize programs to stuff your brain into the blender! Welcome your host *David McCandless*...



Well have I got a star-studded skillo selection of super programs for you this month. In fact they're so hot that —ouch!— I've just burnt myself touching them. You still look dubious. Wassa matter? Don't believe me? Read on then.

First up is the Netherland's **Menno van der Star** whose *Gauntlet Editor* is a trifle snazzy. After that, there's the answer to my challenge for a 3D star routine —and it's **Paul Wardle** who's come up with the goods. Then there's his eternal cockyness, **Terry King** with his play on words that flips the screen, *Flippetty Flip*. And lastly —but by no means leastly— are **Craig Turner** and **Richard Fawley** who have modified a slick loading system from a back issue to provide 31 different types of load.

Okay, *Pitstop* is fast evolving into *the* column for programming on the Spectrum and you —yes you!— ace amateurs out there should be out to impress — software companies are always on the lookout for talent. It could be you they choose. Just send anything to me, **David McCandless, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.** All routines printed get a game, and the best program per month gets a cash reward of £50! Sounds good. You bet!

GAUNTLET EDITOR

by Menno van der Star

Remember the very first *Program Pitstop* way, way back in the good ol' days? Yeah? Nope? Don't care? Well anyway some dude called **David McCandless** wrote a little ditty that mapped each level of *Gauntlet*. You remember! Hurrayyyhh! How could you forget. Anyway, **Menno van der Star** has taken the best features from the program (namely the graphics) and written an interesting program that allows you to edit the levels of *Gauntlet* and play them yourself.

Throwing The Gauntlet

Okay, the question that is first and foremost in your mind is, how do I do it? First thing to do is type in and save the main editor program, the program entitled *Play* and the other program called *Save*. Okay now the next bit is fairly complicated so listen carefully.

Your Own Levels

To design your own levels you use the main editor program. Load it in (it'll run automatically). You will be greeted by a grid of pixels and a cursor blipping in the top left-hand corner of the screen. Use the cursor keys to direct the cursor around the grid and use keys A-Z (press DELETE to see what they represent), to place stuff like walls, switches and so on. Press 1 and a description of what the cursor is placed on will appear. Press 2 and you can toggle the "increase cursor" option. When this is 0, the cursor won't move when you place a character, but it'll move if it is set to 1. Press 3 and two essential walls enclosing the level appear. Press 4 and you'll be able to load in a level you've pinched from *Gauntlet* or saved yourself. Press ENTER and editing will halt, and allow you to save.

Unfortunately you can't place Deaths on your level, change the colour and/or design of the walls or change the start position from the top left-hand corner.

Play Your Levels

Once you've saved a level of your own design or edited a nicked one, then load the *Play* program. It will autostart. After loading, remove the tape and insert your *Gauntlet* original and play that from the start. Everything will be the same except for the loading process. You'll see the message "level..." appear. Now you can load your own levels in.

Gauntlet's Levels

Right, don your striped vest, balaclava, and get your big sack marked 'swag' —we're off to do some nicking. Load in the *Save* program and then play the *Gauntlet* original from the start. Play as normal (load in level, bash ghosts, get killed...), but now if you press V, the computer will save the current level to screen straightaway —so have your tape running beforehand.

The Editor

Okay, this is the *Editor* (very pretty isn't she?). Type it in and save it with SAVE "GEDITOR" LINE 10.

```
  10 REM       GAUNTLET EDIT
O
  20 REM        BY MENNO VAN DER
 STAR
  30 POKE 23658,0: BORDER 0: PAP
ER 0: INK 6: FLASH 0: CLS
  31 FOR n=18 TO 175 STEP 5: FOR
 h=3 TO 255 STEP 8: PLOT h,n: NE
XT h: NEXT n
  32 RANDOMIZE USR 60114
  33 LET t=0: LET x=0: LET y=175
: POKE 23296,175: POKE 23297,0
  37 PRINT AT 20,0;"increase cur
sor=";t
  38 PLOT 0,15: DRAW 255,0
  45 FOR n=23298 TO 23302 STEP 2
: POKE n,170: POKE (n+1),85: NEX
T n: RANDOMIZE USR 60000
  50 GO SUB 9000: LET a$=INKEY$:
 IF a$="" THEN  GO TO 50
  60 IF a$="1" THEN  LET z=(4000
0+(INT (x/8))+((INT ((175-y)/5))
*32)): LET a=PEEK z: GO SUB 4000
: GO SUB 2070
  65 IF a$=CHR$ 13 THEN  RANDOMI
ZE USR 60090: INPUT "ARE YOU SUR
E (y/n)?";a$: RANDOMIZE USR 6010
2: IF a$="y" THEN  GO TO 5000
  66 IF a$="2" THEN  LET t=(t=0)
: PRINT AT 20,16;t: PLOT 0,15: D
RAW 255,0
  67 IF a$="3" THEN  GO SUB 9700
  68 IF a$=CHR$ 12 THEN  GO SUB
7000
  69 IF a$="4" THEN  INPUT "ARE
YOU SURE (y/n)?";a$: IF a$="y" T
HEN  GO TO 6000
  80 IF a$>="a" AND a$<="z" THEN
 GO SUB 2000: IF t=1 THEN  LET
x=x+8: IF x>248 THEN  LET x=0: L
ET y=y-5: IF y<16 THEN  LET y=0:
 LET x=0
 210 GO TO 50
2010 FOR N=23298 TO 23302: POKE
N,0: NEXT N: RANDOMIZE USR 60000
2040 RESTORE (9504+((CODE a$)-97
))
2050 FOR n=23298 TO 23302: READ
a: POKE n,a: NEXT n
2060 RANDOMIZE USR 60000: FOR n=
23298 TO 23302 STEP 2: POKE n,17
0: POKE (n+1),85: NEXT n: READ a
: GO SUB 3000: RANDOMIZE USR 600
00: RETURN
2070 RANDOMIZE USR 60000: FOR n=
23298 TO 23302 STEP 2: POKE n,17
0: POKE (n+1),85: NEXT n: RANDOM
IZE USR 60000: RETURN
3000 RANDOMIZE USR 60090: LET z=
(40000+(INT (x/8))+((INT ((175-y
)/5))*32))
3001 IF a=3 THEN  GO SUB 3100: G
O TO 3005
3002 IF a=2 THEN  GO SUB 3200: G
O TO 3005
3003 POKE z,a
3005 RANDOMIZE USR 60102: RETURN

3100 INPUT "WEAK,MEDIUM OR STRON
G (w,m OR s)?";a$
3110 IF a$="w" THEN  POKE z,32:
RETURN
3120 IF a$="m" THEN  POKE z,33:
RETURN
3130 IF a$="s" THEN  POKE z,34:
RETURN
3140 GO TO 3100
3200 INPUT "GRUNTS,DEMONS,LOBBER
S OR        SORCERERS (g,d,l OR
s)?";a$
3210 IF a$="g" THEN  LET e=35: G
O TO 3250
3220 IF a$="d" THEN  LET e=38: G
O TO 3250
3230 IF a$="l" THEN  LET e=41: G
O TO 3250
3240 IF a$="s" THEN  LET e=44: G
O TO 3250
3245 GO TO 3200
3250 INPUT "WEAK,MEDIUM OR STRON
G (w,m OR s)?";a$
3260 IF a$="w" THEN  POKE z,e: R
ETURN
3270 IF a$="m" THEN  POKE z,(e+1
): RETURN
```

```
3280 IF a$="s" THEN POKE z,(e+2): RETURN
3290 GO TO 3250
4000 RESTORE 4027: FOR n=1 TO 23: READ b: READ c: IF a=b THEN RESTORE c: GO TO 4030
4001 IF a>=1 AND a<=16 THEN RESTORE 9505: GO TO 4030
4002 IF a>=32 AND a<=34 THEN RESTORE 9507: GO TO 4030
4003 IF a>=35 AND a<=46 THEN RESTORE 9506: GO TO 4030
4004 IF a>=128 AND a<=144 THEN RESTORE 9529: GO TO 4030
4005 NEXT n
4026 RETURN
4027 DATA 0,9504,17,9509,18,9510,19,9511,20,9512,21,9513,22,9514,23,9515,24,9516,25,9517,26,9518,27,9519,28,9520,29,9521,30,9522,31,9508,47,9523,48,9524,49,9525,50,9526,51,9527,54,9528,133,9529
4030 FOR n=1 TO 6: READ a: NEXT n: READ a$: PRINT AT 21,0;a$: FOR h=0 TO 100: NEXT h: PAUSE 0: PRINT AT 21,0;"                                ": RETURN : REM 32 spaces
5000 CLS : LET s=1024: LET a=0: LET b=0: LET c=0: LET d=0: LET z=42000
5005 FOR n=40000 TO 41023
5010 IF PEEK n<>1 AND PEEK n<>133 THEN POKE z,PEEK n: GO TO 5130
5015 LET t=0: IF PEEK n=133 THEN LET t=1
5020 IF n<40032 THEN LET a=0: GO TO 5040
5030 IF PEEK (n-32)=1 OR PEEK (N-32)=133 THEN LET a=1
5040 IF n>40991 THEN LET c=0: GO TO 5060
5050 IF PEEK (n+32)=1 OR PEEK (N+32)=133 THEN LET c=1
5060 IF ((n-40000)/32)=INT ((n-40000)/32) THEN LET d=0: GO TO 5080
5070 IF PEEK (n-1)=1 OR PEEK (N-1)=133 THEN LET d=1
5080 IF n=40000 THEN GO TO 5090
5081 IF (((n+1)-40000)/32)=INT (((n+1)-40000)/32) THEN LET b=0: GO TO 5100
5090 IF PEEK (n+1)=1 OR PEEK (N+1)=133 THEN LET b=1
5100 IF a=0 AND b=0 AND c=0 AND d=0 THEN POKE z,16+(t*128): GO TO 5130
5110 LET e=(t*128)+a+(b*2)+(c*4)+(d*8)
5120 POKE z,e
5130 LET z=z+1: LET a=0: LET b=0: LET c=0: LET d=0: LET s=s-1: PRINT AT 10,10;s;"    ": NEXT n
5131 CLS : IF PEEK 40000=1 AND PEEK 40031=1 AND PEEK 40992=1 THEN POKE 42000,15: POKE 42031,10: POKE 42992,5
5132 IF PEEK 40000=1 AND PEEK 40031=1 AND PEEK 40992<>1 THEN POKE 42000,14: POKE 42031,10
5133 IF PEEK 40000=1 AND PEEK 40031<>1 AND PEEK 40992=1 THEN POKE 42000,7: POKE 42992,5
5140 PRINT #1;AT 1,0;"Start tape, then press any key.": PAUSE 0: PAUSE 0
5150 RANDOMIZE USR 60128: INPUT "AGAIN? (y/n)";a$: IF a$="y" THEN GO TO 5150
5160 GO TO 30
5200 FOR N=40000 TO 41023
5210 IF PEEK N>0 AND PEEK N<17 THEN POKE N,1
5211 IF PEEK N>100 THEN POKE N,133
5220 NEXT N: RETURN
6000 CLS : PRINT AT 10,10;"LOAD LEVEL": RANDOMIZE USR 60141: CLS
6005 LET X=0: LET Y=175
6010 FOR N=40000 TO 41023
6011 LET A=PEEK N: IF a=0 THEN RESTORE 9504: GO TO 6040
6012 IF A>=1 AND A<=16 THEN RESTORE 9505: GO TO 6040
6013 IF A>=32 AND A<=34 THEN RESTORE 9507: GO TO 6040
6014 IF A>=35 AND A<=46 THEN RESTORE 9506: GO TO 6040
6015 IF A>=128 AND A<=144 THEN RESTORE 9529: GO TO 6040
6016 IF a>=17 AND a<=30 THEN RESTORE (9509+(a-17)): GO TO 6040
6017 IF a=31 THEN RESTORE 9508: GO TO 6040
6018 IF a>=47 AND a<=51 THEN RESTORE (9523+(a-47))
6019 IF a=54 THEN RESTORE 9528: GO TO 6040
6040 FOR I=23298 TO 23302: READ A: POKE I,A: NEXT I: POKE 23296,Y: POKE 23297,X: RANDOMIZE USR 60000: LET X=X+8: IF X>255 THEN LET X=0: LET Y=Y-5
6050 NEXT N
6060 GO SUB 5200: GO TO 33
7000 RANDOMIZE USR 60000: RANDOMIZE USR 60090: CLS
7010 LET s1=PEEK 23296: LET s2=PEEK 23297: LET x=65: RESTORE 9500
7015 POKE 23296,173: POKE 23297,0
7020 FOR n=1 TO 22
7030 FOR i=23298 TO 23302: READ a: POKE i,a: NEXT i: RANDOMIZE USR 60000: POKE 23296,PEEK 23296-8
7040 READ a: READ a$: PRINT OVER 1;" ,";CHR$ x;"=";a$: LET x=x+1
7045 IF PEEK 23296<0 THEN POKE 23296,0
7050 NEXT n: PAUSE 0: CLS : POKE 23296,173
7051 FOR N=23 TO 26
7052 FOR i=23298 TO 23302: READ a: POKE i,a: NEXT i: RANDOMIZE USR 60000: POKE 23296,PEEK 23296-8
7053 READ a: READ a$: PRINT OVER 1;" ,";CHR$ x;"=";a$: LET x=x+1
7054 NEXT n
7060 PAUSE 0: RANDOMIZE USR 60102: POKE 23296,s1: POKE 23297,s2: LET y=PEEK 23296: LET x=PEEK 23297: GO TO 35
9000 LET x=x+(8*(IN 61438=187)): LET x=x-(8*(IN 63486=175)): LET y=y+(5*(IN 61438=183)): LET y=y-(5*(IN 61438=175))
9001 IF IN 61438=179 THEN LET x=x+8: LET y=y+5
9002 IF IN 61438=171 THEN LET x=x+8: LET y=y-5
9003 IF x<0 OR x>255 THEN LET x=PEEK 23297
9004 IF y<16 OR y>175 THEN LET y=PEEK 23296
9005 IF x=PEEK 23297 AND y=PEEK 23296 THEN RETURN
9010 RANDOMIZE USR 60000: POKE 23296,y: POKE 23297,x: RANDOMIZE USR 60000: RETURN
9504 DATA 0,0,16,0,0,0,"NOTHING"
9505 DATA 255,255,255,255,255,1,"WALL"
9506 DATA 255,231,154,231,255,2,"MONSTER GENERATOR"
9507 DATA 195,36,24,36,195,3,"GHOST GENERATOR"
9508 DATA 4,138,241,10,4,31,"KEY"
9509 DATA 0,255,0,255,255,17,"HORIZONTAL DOOR"
9510 DATA 52,52,52,52,52,18,"VERTICAL DOOR"
9511 DATA 24,102,126,66,126,19,"TREASURE"
9512 DATA 24,24,102,129,126,20,"BOTTLE"
9513 DATA 24,38,194,226,28,21,"FOOD"
9514 DATA 24,24,126,255,126,22,"BLUE POTION"
9515 DATA 24,60,126,255,126,23,"YELLOW POTION"
9516 DATA 14,113,245,250,96,24,"AMULET (INVISIBILITY)"
9517 DATA 230,137,207,137,233,25,"EXTRA ARMOUR"
9518 DATA 231,149,231,148,228,26,"BIG POCKETS"
9519 DATA 233,143,201,137,233,27,"EXTRA MAGIC POWER"
9520 DATA 103,133,103,20,228,28,"EXTRA SHOT POWER"
9521 DATA 102,136,102,17,238,29,"EXTRA SHOT SPEED"
9522 DATA 239,137,207,136,136,30,"EXTRA FIGHT POWER"
9523 DATA 85,128,1,128,85,47,"SWITCH"
9524 DATA 255,153,255,153,255,48,"TELEPORT"
9525 DATA 255,24,102,129,126,49,"POISONED BOTTLE"
9526 DATA 34,85,34,34,102,50,"A RING OF KEYS"
9527 DATA 255,129,129,129,255,51,"DESTRUCTIBLE WALL"
9528 DATA 234,138,196,138,234,54,"EXIT"
9529 DATA 85,170,85,170,85,133,"WALL AFFECTED BY SWITCH"
9600 CLEAR 39999
9610 RESTORE 9620: FOR N=60000 TO 60154: READ A: POKE N,A: NEXT N: RUN
9620 DATA 58,0,91,71,58,1,91,79,33,2,91,22,5,94,35,205,119,234,5,21,32,247,201,229,197,213,62,175,144,71,121,230,7,198,1,95,203,57,203,57,203,57,120,230,56,203,39,203,39,177,79,120,230,7,87,120,230,192,203,63,203,63,203,63
9630 DATA 130,198,64,71,197,225,67,62,128,24,2,203,63,16,252,209,123,254,0,40,1,174,119,193,225,201,33,0,64,17,200,175,1,0,24,237,176,201,33,200,175,17,0,64,1,0,24,237,176,201,33,64,156,17,65,156,1,255,7,54,0,237,176,201,221,33,16,164,17,0,4,62,255,205,194,4,201,221,33,64,156,17,0,4,62,255,55,205,86,5,201
9700 RANDOMIZE USR 60000: FOR n=23298 TO 23302: POKE n,0: NEXT n
9701 POKE 23296,175: FOR n=2 TO 255 STEP 8: POKE 23297,n: RANDOMIZE USR 60000: NEXT n
9702 POKE 23297,0: FOR n=20 TO 170 STEP 5: POKE 23296,n: RANDOMIZE USR 60000: NEXT n
9703 RANDOMIZE USR 60000: FOR n=23298 TO 23302: POKE n,255: NEXT n
9705 POKE 23296,175: FOR n=2 TO 255 STEP 8: POKE 23297,n: RANDOMIZE USR 60000: NEXT n
9715 POKE 23297,0: FOR n=20 TO 170 STEP 5: POKE 23296,n: RANDOMIZE USR 60000: NEXT n
9720 FOR N=40000 TO 40031: POKE N,1: NEXT N
9730 FOR N=40032 TO 40992 STEP 32: POKE N,1: NEXT N
9735 FOR n=23298 TO 23302 STEP 2: POKE n,170: POKE (n+1),85: NEXT n: RANDOMIZE USR 60000: RETURN
```

Save

This program allows you to save off *Gauntlet* level. Save it with SAVE "SAVE" LINE 10.

```
10 CLEAR 29999
15 LET B=0
20 FOR N=23296 TO 23400
30 READ A: POKE N,A: LET B=B+A: NEXT N
40 IF B=10878 THEN RANDOMIZE USR 23296
50 PRINT "CHECKSUM ERROR!": STOP
100 DATA 221,33,218,254,17,81,1,62,255,55,205,86,5,48,241,33,25,91,34,57,255,243,195,0,255,175,50,105,189,50,113,189,62,24,50,87,175,62,201,50,193,159,205,107,13
110 DATA 33,79,91,17,48,117,6,34,126,18,35,19,16,250
120 DATA 33,74,117,34,72,146,62,195,50,71,146,33,49,117,34,50,133,195,0,132
130 DATA 1,58,48,117,254,1,192,221,33,0,128,17,0,4,62,255,55,205,86,5,62,0,50,48,117,201,62,1,50,48,117,195,168,156
```

Play

This program allows you to load in your own levels. Save it with SAVE "PLAY" LINE 10.

```
10 CLEAR 29999
15 LET B=0
20 FOR N=23296 TO 23383
30 READ A: POKE N,A: LET B=B+A: NEXT N
40 IF B=9084 THEN RANDOMIZE USR 23296
50 PRINT "CHECKSUM ERROR!": STOP
100 DATA 221,33,218,254,17,81,1,62,255,55,205,86,5,48,241,33,25,91,34,57,255,243,195,0,255,175,50,105,189,50,113,189,62,24,50,87,175,62,201,50,193,159,205,107,13
110 DATA 33,68,91,17,48,117,6,20,126,18,35,19,16,250
120 DATA 33,48,117,34,50,133,195,0,132
130 DATA 205,142,2,123,254,7,192,221,33,0,128,17,0,4,62,255,205,194,4,201
```

SHIFTED SCREEN LOAD 2

by RJ Fawley and CP Turner

Cast your minds back to the amazing *Shifted Screen Load* routine we had in the February 1988 issue. Remember? Whaddya mean you "didn't buy that issue?" You idiots!! Go and order a back issue now, d'ya hear me. NOW!

That routine was pretty slick (in other words better than I could do), but **Richard Fawley** and **Craig Turner** weren't impressed. "Naaahhh," they said, "we're not satisfied with just one combination —we want loadsa combinations, yaaaahhh!" Why don't you rewrite it yourself then eh? "We have done smart arse!" Oh! Okay lads, sorry, okay?! Right.

And that's exactly what they've done. So if you've got that shifted screen load routine on tape somewhere, then you'll be able to use 31 different combinations of shifting loads.

Instructions

All the following instructions are assuming that you typed in the original routine from issue 26.

Type in the little Basic program and save it by GOTO 440. Then RUN 380 and load in the "SHIFTSCR" code. Now the menu that follows has four options. NOTE: You cannot VIEW(4) or SAVE(1) a screen until you have option 3 to LOAD a screen. Then after that, select option 1, and the screen is your oyster (complete with indigestion).

Basic Routine

Yes, this little fruit-cake will provide you with 31 different types of shifty (yes, very suspicious) loading patterns.

```
  5  REM SAVE PROGRAM WITH LINE 440
 10  REM THE SHIRTED SEQUENCE PROGRAM
 20  REM BY CRAIG TURNER AND RICHARD FAWLEY
 30  BORDER 0: PAPER 0: INK 4: CLS
 40  PRINT #0;AT 0,0; INK 4;"BY CRAIG TURNER & RICHARD FAWLEY"
 50  PRINT AT 6,5;"MAIN MENU"
 60  PRINT AT 8,2;"1 -SAVE THE SCREEN"
 70  PRINT AT 10,2;"2 -LOAD A SHIFTED SCREEN"
 80  PRINT AT 12,2;"3 -LOAD SCREEN (NORMAL LOAD)"
 90  PRINT AT 14,2;"4 -VIEW SCREEN IN MEMORY"
 100  IF INKEY$="1" THEN GO TO 150
 110  IF INKEY$="2" THEN GO TO 250
 120  IF INKEY$="3" THEN GO TO 310
 130  IF INKEY$="4" THEN GO TO 360
 140  GO TO 100
 150  IF scr=0 THEN CLS : PRINT #0;AT 0,0;"NO SCREEN IN MEMORY": BEEP 1,40: PAUSE 400: GO TO 10
 160  CLS : INPUT "INPUT SEQUENCE NO. (0-31) ";a: IF a>31 THEN GO TO 160
 170  IF a<1 THEN GO TO 160
 180  PRINT #0;"PRESS ANY KEY TO SAVE SCREEN": PAUSE 0
 190  RANDOMIZE USR 60000
 200  POKE 65165,a: REM TOP
 210  POKE 65188,a: REM MID
 220  POKE 65229,a: REM BOT(TY?-DM)
 230  RANDOMIZE USR 65142
 240  GO TO 10
 250  CLS : PRINT #0;AT 0,0;"REWIND TAPE AND PRESS PLAY"
 260  POKE 65044,a: REM TOP
 270  POKE 65061,a: REM MID
 280  POKE 65084,a: REM BOT (AGAIN?-DM)
 290  RANDOMIZE USR 65000
 300  PAUSE 0: GO TO 10
 310  CLS
 320  INPUT "FILENAME - ";f$
 330  PRINT #0;AT 0,10;"LOADING SCREEN"
 340  LOAD f$CODE 50000
 350  LET scr=1:  GO TO 10
 360  IF scr=0 THEN GO TO 150
 370  RANDOMIZE USR 60000:  PAUSE 2: PAUSE 0: GO TO 10
 380  FOR f=60000 TO 60012
 390  READ a: POKE f,a: NEXT f
 400  GO TO 420
 410  DATA 33,80,195,17,0,64,1,0,27,237,176,201,0
 420  CLS : PRINT #0;AT 0,9;"LOADING CODE"
 430  LOAD "SHIFTSCR"CODE : LET scr=0: GO TO 10
 440  SAVE "SHIFT.IT" LINE 380
```

CONSTELLATION

by Paul Wardle

Whooo-whoo-who-who-whoooooooooo! Ahem, er yes! Watching this program brought back memories of *Star Trek*, a five year mission that lasted yonks, pointed ears (wagga! wagga!), a cocked eyebrow, the unknown but very dead crew member, and the captain's log! As you may've guessed, this routine, courtesy of **Paul Wardle,** is very star-studded, starry eyed, twinkling (plus any other cliché you can think of with star in it). He wrote it in answer to my challenge of eons back for a 3D star routine. Not only does this routine scroll stars parallaxly in eight (eight!) directions, but it also has a density, twinkle, colour and window size option. Absolutely fascinating (captain).

He's Dead Jim!

No he's not, he's just a non-speaking extra! Type in the 36 line Basic proggie and type GOTO 340 to save it. Then use the Hex Loader to insert the 548 bytes of machine code and save it with SAVE "starcode" CODE 64670,548. Then RUN the basic controller.

Klingons On The ...

You should now have a menu in front of you and four options:
1) CREATE NEW WINDOW — allows you to input the parameters of your star window. The X, Y co-ords refer to the top left hand corner. DENSITY refers to the number of stars on screen to a max of 63. The less dense the faster the routine works.
2) SEE WINDOW — use this option to see the results of your labour. Move the stars with keys 6789 (diagonals included) and 0 will return you to the main menu.
3) SAVE WINDOW — will save your defined window (along with the routine's code) to tape for you to use in your own programs. The code saved starts at 64932 and is 603 bytes long. RANDOMIZE USR 64932 will clear the star window; RANDOMIZE USR 65011 will shift the stars in the wanted direction (see table). Repeated calls to this address will make the stars move continuously. To govern the direction the stars move in, POKE these values:

DIRECTION	POKE 65046 with	POKE 65085 with
none	0	0
left	255	0
up-left	255	255
up	0	255
up-right	1	255
right	1	0
down right	1	1
down	0	1
down left	255	1

4) LOAD WINDOW — this'll load a previously saved window for inspection or alteration.

Basic

It's a new form of alien basic programming — one that works! Examine this program for extra-info.

```
  10 PRINT AT 1,4;"C O N S T E L
 L A T I O N"
  20 PRINT AT 5,4;"1 - CREATE NE
W WINDOW"
  30 PRINT AT 9,4;"2 - EXAMINE C
URRENT WINDOW"
  40  PRINT AT 13,4;"3 - SAVE CU
RRENT WINDOW"
  50 PRINT AT 17,4;"4 - LOAD A W
INDOW"
  60 PRINT AT 21,0;"  BY PAUL (P
EEBS) WARDLE 1988  "
  70 IF INKEY$="1" THEN  GO SUB
120
  80 IF INKEY$="2" THEN  GO TO 2
40
  90 IF INKEY$="3" THEN  GO SUB
290
 100 IF INKEY$="4" THEN  PRINT A
T 21,0;"LOADING
          ": PRINT AT 20,0;: LOAD
""CODE
 110 GO TO 60
 120 INPUT "TOP LEFT X COORD (0
- 31) ";X: IF X>31 OR X<0 THEN
GO TO 120
 130 INPUT "TOP LEFT Y COORD (0
- 23) ";Y: IF Y>23 OR Y<0 THEN
GO TO 130
 140 INPUT "WIDTH (2  - 32) ";WI
DTH: IF WIDTH<2 OR WIDTH+X>32 TH
EN  GO TO 140
 150 INPUT "DEPTH (2 - 24) ";DEP
TH: IF DEPTH<2 OR DEPTH+Y>24 THE
N  GO TO 150
 160 INPUT "INK COLOUR (0 - 7) "
;COL: IF COL>7 OR COL<1 THEN  GO
 TO 160
 170 INPUT "COLOURED STARS ? ( Y
/N ) "; LINE A$: IF A$="Y" OR A$
="y" THEN  LET COL=COL+128
 180 INPUT "DENSITY (1 - 63) ";D
ENS: IF DENS<1 OR DENS>63 THEN
GO TO 180
 190 POKE 65208,X: POKE 65210,Y
 200 POKE 65211,DEPTH: POKE 6520
9,WIDTH
 210 POKE 65212,COL: POKE 65213,
DENS
 220 RANDOMIZE USR 64670
 230 RETURN
 240 CLS
 250 RANDOMIZE USR 64932
 260 RANDOMIZE USR 64879
 270 CLS
 280 GO TO 10
 290 PRINT AT 21,0;"SAVING
                  ": PRINT AT 20
,0;:
 300 SAVE "STARWINDOW"CODE 64932
,603
 310 PRINT AT 21,0;"VERIFYING
                  ": PRINT AT 20
,0;:
 320 VERIFY ""CODE
 330 RETURN
 340 SAVE "STARS" LINE 360: SAVE
 "CODE"CODE 64670,544
 350 VERIFY "": VERIFY ""CODE :
STOP
 360 PAPER 1: BORDER 1: INK 7: C
LS : CLEAR 64669: LOAD ""CODE :
RANDOMIZE USR 64670: RUN
```

Hex Loader

```
  10 GO SUB 200
  20 LET a=s
  30 LET t=0
  40 PRINT TAB 0;a;":";
  50 INPUT "Line of Hex";h$
  60 IF h$="S" THEN  STOP
  70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
  80 PRINT h$;
  90 LET x=0
 100 FOR b=1 TO ch STEP 2
 110 LET z=FN h(h$): LET t=t+z
 120 POKE a+x,z
 130 LET h$=h$(3 TO )
 140 LET x=x+1
 150 NEXT b
 160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
 170 PRINT q
 180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
 190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
 200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
 210 POKE 23609,50: POKE 23658,8
 220 INPUT "Start Address";s
 230 LET ch=16
 240 RETURN
```

Code

This is the code, large but well worth it for the effect.

```
64670:2ABAFEED5B88FE7B=1371
64678:02171717303D5732=458
64686:1DFE3221FE7B1717=789
64694:173C5F3219FE3225=594
64702:FEED5312FD7D8417=1125
64710:17173D3D673244FE=643
64718:3248FE7D1717173C=630
64726:6F3240FE324CFE22=893
64734:09FD3ABDFEE63F32=1106
64742:07FD32F4FD3ABCFE=1307
64750:2131FD2218FDCB7F=979
64758:2806211DFD2218FD=675
64766:E63F32C2FE21C3FE=1273
64774:061E1101BECD4DFD=779
64782:32C0FE1105FECD4D=1054
64790:FD32DFFEC331FD3A=1303
64798:C2FE573CE607A720=1031
64806:013C5F7AE6F88377=1054
64814:32C2FE3AC2FEEEBF=1433
64822:EEFF7732C2FE233A=1203
64830:C1FEE6073C32C1FE=1241
64838:77237723108CC9DD=934
64846:2AB6FEDD7E00E61F=1086
64854:3D171717BBDA6BFD=895
64862:BAD26BFDDD23DD22=1267
64870:B6FE7723C9DD2318=1071
64878:E2AF213DFE773EEF=1169
64886:DBFE2F1FD81F3003=849
64894:06FF701F30030601=462
64902:702116FE0600701F=570
64910:30030601701F3003=252
64918:06FF701F30030601=462
64926:70CDF3FD18CBD9E5=1486
64934:D9ED4B8BFEED5B8A=1481
64942:FE63694A7CE6070F=908
64950:0F0F855F7CCB2FCB=835
64958:2FCB2FC658577808=798
64966:AF7AE6030707F6=797
64974:40676B08470BD5AF=749
64982:12E5D9E106087724=858
64990:10FCD9132310F1D1=1005
64998:212000ED5AEB0D20=672
65006:D8D9E1D9C9061EDD=1333
65014:21C3FEC53E0000CD=1082
65022:70FEDD7E02EEBFEE=1382
65030:FFDD7702DD350320=906
65038:53DD7E04DD77033E=839
65046:0082FE053004 3EFE=757
65054:1819FEFE38153E05=701
65062:DD7701DD46003AC0=882
65070:FEDD77005F7832C0=1051
65078:FE1803DD77013E00=684
65086:83FE0130043EBE18=714
65094:06FEBE38143E01DD=810
65102:7700DD46013ABFFE=914
65110:DD77017832BFFE18=980
65118:03DD7700AF00CD70=843
65126:FE010500DD09C110=699
65134:BAC9DD5E00DD5601=962
65142:7AE6073C473EFE0F=821
65150:10FD4F7A070707AB=662
65158:E6C7AB07076F7BE6=1078
65166:C01F371F0FABE6F8=973
65174:AB67E5CB3CCB3CCB=1232
65182:3CCBE4CBF4DD7E02=1287
65190:77E17EA10BCB7F20=1001
65198:0408A92F080877C9=564
65206:761000200018071E=227
65214:00A8100600000000=190
STOP
```

FLIPPETY FLIP

by Terry King

Another recall session now. Right, remember the March issue? A routine called *Flapetty Flap* by **Michael Wilcox** strewn with oo-ers? Well, **Terry King** was under the impression that this routine flipped the screen! Maybe in Harlow, "flip" is the same as "flap" but here, in Sane-ville, "flap" is an utterly different word to "flip". But I'm in a forgiving mood, since the Mr King in question decided to write a flip screen routine. You're forgiven, Mr King — but I hate to think what Harlow inhabitants would think a program called *Duck Simulator* would do!

Flipping 'Eck

Using this is quite easy actually (as long as you recognise that SAVE and LOAD have two different meanings). Type in the main program, saving it by RUNing line 300. Once it's saved type GOTO 240 to get it working. At first, the computer will take a minute and a half to tabulate the data necessary for the routine. Then you'll be asked to load a screen and the world will then be your oyster. But don't flip!

Flipper

This is the program in its entirity — quite good eh? No? Suit yourself!

```
5456 REM ** FLIPPETY FLIP **
  20 REM ** By Terry King **
  30 GO TO 190
  40 REM ** Tabulation **
  50 LET c=32768
  60 PRINT "Tabulating"
  70 PRINT "Please wait approx.
1m30s"
  80 FOR x=1 TO .1 STEP -.1: FOR
 a=c TO c+192: POKE a,0: NEXT a
  90 LET z=c+95: FOR a=z-(95*x)
TO z+(95*x): POKE a,191-(1/x*(a-
(z-(95*x)))): NEXT a
 100 LET c=c+192: NEXT x
 110 FOR x=.1 TO 1.1 STEP .1: FO
R a=c TO c+192: POKE a,0: NEXT a
 120 LET z=c+95: FOR a=z-(95*x)
TO z+(95*x): POKE a,(1/x*(a-(z-(
95*x)))): NEXT a
 130 LET c=c+192: NEXT x
 140 CLS : PRINT AT 10,6;"Please
 load a screen"
 150 LOAD ""SCREEN$
 160 FOR a=22496 TO 22527: POKE
a,0: NEXT a
 170 RANDOMIZE USR 59330
 180 CLS
 190 FOR a=32768 TO 32768+(18*19
2) STEP 192
 200 POKE 59344,INT (a/256): POK
E 59343,a-256*PEEK 59344: RANDOM
IZE USR 59342: NEXT a
 210 FOR a=32768+(19*192) TO 327
68+192 STEP -192
 220 POKE 59344,INT (a/256): POK
E 59343,a-256*PEEK 59344: RANDOM
IZE USR 59342: NEXT a
 230 GO TO 190
 240 CLEAR 32767: RESTORE 250: F
OR a=59330 TO 59386: READ n: POK
E a,n: NEXT a: RUN 50
 250 DATA 33,0,64,17,0,232,1,0,2
4,237,176,201
 260 DATA 17,0,128,1,0,191,197,2
13,205
 270 DATA 245,231,34,232,231,26,
71,14,0,205,245,231,17,0,160,25,
17,160,86,1,32,0
 280 DATA 237,176,209,193,19,16,
-32,201
 290 DATA 62,191,205,172,34,201
 300 SAVE "FLIPPETY" LINE 240
```

HARDWARE

RAGE HARD!

More like Rage Soft this month, as techno *Phil Snout* takes the first of an irregular series of forays into the best in hardware based software.

There are some people in the Spectrum world who think that technically speaking, Spectrum computers are a dead duck. No advances being made, except the +3, and no serious software. This point of view couldn't be further from the truth, as anyone who attends the frequent ZX Microfairs in London will attest, and I personally get sent a huge mound of interesting independent software every month. So, why not do a software special in the old Hardy page, I thought. No sooner said than written, old chums.

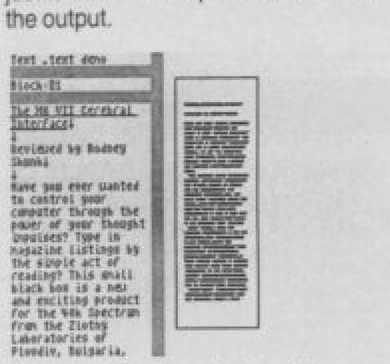
The sorts of things I get sent are mostly in the utility line, with disk-based material being on the up and up lately for blindingly obvious reasons. But the one thing I didn't expect was the Desk Top Publishing environment from Cardex.

WORD-MASTER AND TYPELINER

Cardex/£14.95 and £10.50

These are, I must say *the* most impressive pieces of software I've ever seen for the Spectrum. No kidding. The output of these programs, when put through an appropriate printer (and we're only talking Epson matrix with ESC "L" 120dpi graphics mode, here) is of such good quality that I had to look twice before agreeing that it could possibly have been originated on a Spectrum. *Word-Master* has been out for a while, and is a pretty good wordprocessor program in its own write (ho ho). But with the addition of *Typeliner*, an extension program which you load into *Word-Master*, it becomes a powerful page lay out program. Using easily remembered single letter commands, you can position blocks of *Word-Master* text on an A4 page on screen, using boxes and lines, and a number of excellent and readable fonts. This could be your chance to get into publishing. Using another program called *Headliner* (unfortunately not available at time of going to press), you can paste graphics into your page, too. So you could conceivably use pictures grabbed using the video digitisers we showed you a couple of months ago, just to add an air of professionalism to the output.





Here's the *Typeliner* laying out a page. As you can see the A4 page is pictured on the right of the screen as a white rectangle, into which you physically lay the text files from memory. The boxes and columns are sized with the cursor keys and the usual QAOP SPACE combo, which makes for very accurate shaping and positioning of blocks of text on the page. Page previews are available, letting you see how you're doing.

The program worked brilliantly on our office set up, which is quite amazing really, considering the fact that *nothing* works on our system, given the slightest reason not to! No crashes, nice bold output on the battered old Epson, *and* ease of page editing. Also, as well as some very nice fonts to play with, there's a font editor too, so you can either design your own fonts from scratch, or delete some of the less useful characters (/, (,), $, [,] etc . . .) to save memory. The grid on which you design the fonts is a massive 24 x 24, unlike the piddling 8 x 8 usual Spectrum font, which obviously makes for some more interesting typestyles.

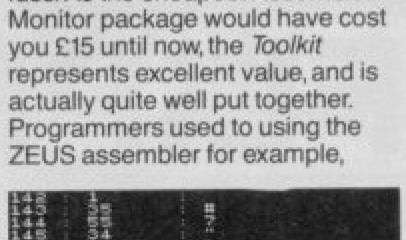
There's a lot of work gone into this suite of programs, and in my opinion they're worth every nickel of the £35 you'll pay for the whole lot of 'em.

Z80 TOOLKIT AND MICROMATE

LERM Software/£7.99 and £13.99

LERM has been around for gawd knows how long now. I remember distinctly using one of its tape back up utilities in about 1983, and it working remarkably well. It's nice to know that small firms *can* survive with the right products. LERM is currently advertising a bewildering array of utilities for all flavours of Spectrum, notably in the line of tape-to-cartridge-to-disk type copying programs, but two programs which did catch my eye were its *Z80 Toolkit* and *MicroMagic* (now called *Micromate*).

The *Toolkit* is a full featured Assembler, machine code Monitor, Toolkit (of course) plus a full Disassembler. The aim of the package is to give you the facility to write and de-bug machine code programs with 'the minimum of fuss'. As the cheapest Assembler/Monitor package would have cost you £15 until now, the *Toolkit* represents excellent value, and is actually quite well put together. Programmers used to using the ZEUS assembler for example, should note that the LERM Assembler in this package will load files from ZEUS with no trouble at all.



The *Toolkit* is a suite of programs, which make like a cotton bud, and give you access to all the Speccy's important little places. Here we see the program's monitor looking at a slice of code, and although this is all in hex, you could be looking at the code in decimal or even ASCII. If it's not in *Toolkit*, you don't need it!

The screen editing is a bit like a word processor, allowing you to cursor key all over the screen and alter any bits of the files at will. This is nice, as the assembler I used to write on would only accept single lines and wouldn't let you fiddle with the lines of text so freely. The Monitor is pretty good too, allowing you to examine any area of the Spectrum's RAM or ROM, and edit the contents (RAM only). Using this facility you can alter machine code programs without disassembling them, and also inspect embedded text in programs . . . very handy for naughty people who can't finish an adventure game. *(Shocking but true. Ed)* The Disassembler takes a standard block of machine code and crunches it back down to its source code, an essential tool for potential game hackers. ZZKJ and Dave McCandless wouldn't be seen dead without at least one good disass about their person.

All this adds up to a brilliant package, with the toolkit functions letting you step through your programs to see the precise effect of each instruction. *Z80 Toolkit* is the best value for money in this line on the market, so look out for it.

The *MicroMate* is the perfect addition to any microdrive based system, doing jobs like supplying you with a fast CAT command, hard copies of directories, BACKUP files on m/drive, and a Toolkit facility for inspecting memory. There are also two excellent Tape-To-Cart and Cart-To-Tape utilities for those of you who've recently upgraded to drive from tape, and would rather like to have copies of all your progs on cartridge. Full documentation is provided in the form of a sturdy 50 page A5 booklet, which gives details of all the functions of the program, and some handy hints and tips on how to best use them in your set up. A lot of quirky configurations are catered for, and incidentally you could use the programs with OPUS disk or DISCIPLE/PLUS D, as they both use the microdrive syntax, — LOAD* "m";1;"file" and all that . . . If you use microdrives, get *MicroMate* and speed up all your jobs. (Oo-er). Seriously though, using the functions of *MicroMate* gives you more power, without the price!

Thass All, Peeps

And there you have it. The finest in technical software as we know it. I'll be looking at much more of this sort of thing in future editions of *Rage Hard* so don't stop sending it to me, programmers. I've just received some +3 utilities from a firm called ZX Guaranteed, which look very good indeed. I'll be looking at them in the future edition of *Rage Soft*.

Next issue though, *Rage Hard*'ll be back and I'll be looking at a pair of colour printers. Sound good? Okay then, keep it here and we'll see you next month, when we'll be back to our normal hardness. (Fnar).

POSTMAN'S

The above par Play By Mail column takes to the skies this month, as *Richard Blaine* looks at Play By Mail Par Avion.

In this month's column, I shall be running through more of the Play By Mail games that are being run in this country at the moment. But so I don't bore the pants off you lot altogether, I'll also be filling in on the state of play in America — where PBM gaming is far more advanced than it is over here. But first, on with the lists.

MEGALOMANIA

If you want to try out something from Odde Fellowes (address in last ish), then you could have a go at *Megalomania*. Set in modern-ish times, *Megalomania* involves political, financial and diplomatic skills, as the players try to conquer the game world.

The map is abstract, with 154 countries represented by interlinking circles, and 355 seas, set out in a hexagon pattern. Countries you control provide tax revenue, which you can spend on building armies and navies, or developing your industrial base. The objective is to capture other players' Tyrant pieces (their leaders), while at the same time keeping yours. A player whose tyrant is captured by another player becomes a vassal of that player. The winner is the player who makes all his or her opponents, vassals.

Start up: £6.00 for the rules, the world map and the first three rounds. Subsequent turns vary in cost depending on what you do. Also, you can get credit by capturing other people's Tyrants. Capture enough, and you could be playing for free!

THE KNIGHTS OF THE AVALON

Jade Games runs *The Knights Of The Avalon*, a fantasy PBM where players try to create empires in a medieval type world through diplomacy, trade, colonisation, conquest and, believe it or not, religion.

Start up: Free, with turns costing from 80p upwards, depending on your actions.

SATURNALIA

Sloth Enterprises, a PBM company operating out of Southampton, seems to be anything but slothful, judging from the range of games it operates. First off, it runs something called *Saturnalia*.

Now *Saturnalia* was the ancient roman festival when everything was reversed, and fools were crowned emperor (a bit like Parliament really). But Sloth's version seems to have nothing to do with ancient Rome. Instead, it's another game set on a fantasy world, and players are adventurers wandering around exploring, exploiting and generally having an exciting time.

Start-up: £4, including rules and two free turns. Subsequent turns are £1.75.

KINGS OF STEEL

Kings Of Steel, also run by Sloth, is a strategic level wargame in which 14 players seek to dismember a continent, presently owned by an empire on its last legs. Obviously, with 14 players, and taking into account the fact that its a wargame, there's going to be rather more diplomacy than role-playing: more for the wargamers, I suspect.

Start-up: £5, including rules and two free turns. Subsequent turns are £2 each.

GAMEPLAN

If you like Trevor Toms' various management games (the most famous of which must be *Football Manager*), then you're going to love Sloth's *Gameplan*.

Gameplan is a PBM *Football Manager* for American Football. You play the role of the coach of an NFL football team. You'll have to pick and choose players to oppose your League opponents, as well as choose the individual plays. Hike!

Start-up: £3 including the rules and two free turns. Subsequent turns are £2 each, but there are apparently discounts for buying in bulk.

ENCHIRIDION

Sloth's final offering is called *Enchiridion*. It's another role-playing game, where players control a group of adventurers exploring a world where magic and sorcery really work, monsters exist and there *really* is a tooth fairy!!! (Well, okay maybe not the tooth fairy). You start off by equipping your characters, and allocating magical skills to them, always remembering that there is a finite end to the game — all the players are searching for a magical book of great power.

The unique selling point of the *Enchiridion* is that 10 percent of all the money Sloth collects in game fees, is apparently going into a kitty: that kitty will be distributed amongst the winners of the game, with the first prize expected to be over £200 (so Sloth says).

Start-up: £4, including two free turns. Subsequent turns are £1.50 each.

WORLD OF VENGEANCE

Vengeance Games, up in Normanton, West Yorkshire, also offers a number of different games. Perhaps the most interesting of them is *World Of Vengeance*, where players control tribes of people scavenging in the ruins of a post-holocaust Britain.

If you're old enough to remember the old BBC TV series *Survivors*, then you'll probably have a good idea of what you have to do here. If you're too young for that, then try *Mad Max* instead, only without the cars. The plague has left all but a handful dead. Can



FANCY A FANZINE?

Those of you who might be interested in trying PBM gaming, but wonder at the price or the complexity of some of the games on offer, could do a lot worse than take a look at some of the independently produced 'zines which are published in the UK.

'Zines have a long and righteous history. Launched on the back of the *Diplomacy* craze — y'know, the board game where seven players take the parts of the leaders of the seven great powers in Europe at the start of the First World War, and try to conquer Europe — 'zines have been around for about 20 years now.

Often looking very amateurish, run off on old fashioned gestetner machines (stencils), they are packed with games and tips on games. One I'd recommend would be *Small Furry Creatures* magazine. It's well worth getting a copy of.

ALL ABOARD!

I have recently come back from a weekend in Reading, where I attended Games Fair 88, run by TSR, the people who publish *Dungeons & Dragons*. One of the best things about Games Fair was the *En Garde* competition. *En Garde* is a rather strange game; it's a role playing board game, based on the activities of the Three Musketeers. You're a character in seventeenth century France, and your aim is to increase your social status, by joining the right regiment, having the right mistress, drinking copiously, showing your heroism in various wars, and beating your regimental or personal enemies in duels.

It was originally meant as a face-to-face game, but it doesn't really work like that. But it does work incredibly well by post! The Games Fair competition was run by *Small Furry Creatures*, which runs a very popular PBM *En Garde* campaign.

ILLUSTRATION: NICK GRANT

BORN IN THE USA . . .

A lot of PBM games originate in the United States of America. While most of the best ones are now being run by UK companies as well, the pick of the new games crop is going to appear on the other side of the Atlantic.

You can, if you want, play in American run games — but you should realise that it is very expensive to do so. The reason it costs more is not just a factor of distance —in America, people have a far greater disposable income than they do in the UK, and so games companies can charge more. It's all a case of 'what the market can bear.' On the other hand, the present strength of the pound against the dollar has cut the costs of playing in US games by a considerable amount. Still, we have no guarantee that the pound is going to stay strong. So if you are determined to play in US games, you might like to try pumping a goodly amount into your game account, to tide you over. Watch it though, playing financial futures can get you burned!

For one, given the speed of trans-atlantic mail, you run the risk of missing deadlines and so losing a turn or more. Also, since many games involve a considerable amount of diplomacy, you could also be at a disadvantage here too; it's far easier for players to talk to each other when they live in the same country. Still, if you are a seasoned PBM gamer, and you fancy trying some of the leading games which are being introduced over there in the land of the fee, then why not give it a go?

Some US companies have arrangements so that players in other countries can send their orders to a local postbox; all those orders that reach the postbox by the deadline will then be sent off to the States in one parcel. This can mean a saving for players.

Mark you, America and the UK are not the only countries running PBM games: there are a number of companies operating in Australia, some in Canada, and one or two in Europe — Germany and Norway, for some reason! In all cases, the games are being run in English, so no problems with translations. If you want to find out more, then you should pick up a copy of *Flagship Magazine*, the postal games magazine. It's £2 a copy, from Flagship, PO Box 12, Aldridge, Walsall, West Midlands WS9 0TJ.

you ensure your handful survives?

Start-up: £5 for rules and two free turns. Subsequent turns are £1.75 each.

ORION'S FINGER

Orion's Finger, also from Vengeance, is a science fiction role playing game in which you control the destiny of three very detailed individuals. The playing area covers a cluster of seven different stars; I don't know much about the game, but I would assume there are more than seven planets which you can explore.

Start-up: £5 for rules and two free turns. Subsequent turns are £1.75 each.

WHERE LIES THE POWER?

Finally, Vengeance is also the UK gamesmasters for *Where Lies The Power?*, a power politics game set in the far future. You control a minor house within this empire, and have to use the resources at your command — your family, your retainers and your armed forces — to become the power behind the Imperial throne. This game involves a lot of old favourites — espionage, assassination, religion, politics, smuggling, slavery and conquest. Sounds like just the thing for a wet Tuesday. It also sounds a bit like *Dune*, so if you've ever fancied yourself as Muab D'ibdob, or the Baron Harkathim, maybe this one's for you.

Start-up: £5 for the rules and two free turns. Subsequent turns are £1.75 each.



THE WEAPON

The Weapon from Harrow Postal Games in sunny Harrow (bet you'd never have guessed!), is a fiendishly complicated science fiction game in which players squabble over neutral planets, and the resources from which they need to build their space fleets. Everybody is involved in a hideous arms race, to build the ultimate weapon, which can fry entire worlds (yup, looks like another Death Star, Luke).

It's an old game, dating back to 1984 or thereabouts, but in PBM terms, the longer a game has been running, the more smoothly everything should be working. But, judging from a look at the turn sheet, this is not one for the beginner. For one thing, there is no random factor — heresy, I hear the assembled wargamers cry. That's right, no dice rolling, no computer generated random numbers, just skill, diplomacy and guts.

Start-up: £1.50 for the rulebook alone, £5.00 for the set-up, including one free turn. Subsequent turns are £2 each.

ECLIPSE

Rhann Postal Games, another firm based in Southampton, is offering two games. The first is *Eclipse*, which is new to the UK, although it has been running in the States for some time now.

Eclipse is another science fiction, space conquest, green aliens sliming all over game — but, from all the reports I've heard, it's excellent fun. There are six factions in each game, with from three to five players in each faction (it varies from game to game). The objective is for a faction to end up controlling two-thirds of the 180 to 220 planetary systems on the game map. You can also win as an individual, but how I'm not sure.

You can choose to be one of six different races, each of which has different abilities. Some fight better in space, some communicate better, some fight better on the ground. Humans, as usual in this sort of game, seem to be all rounders. The name and description of your race are just there for colour: the important things are your abilities in the different types of combat, in jump drive, sensors and general science.

You can improve your ratings in technology, presumably by investing in research, or by discovering artifacts from ancient civilisations. You can explore planets, build mining units to extract mineral wealth, production units to turn minerals into something, and military units to conquer more planets. All good clean fun.

Start-up: £2.50 including rules, map grid and one basic turn. Subsequent turn costs vary according to how many fleets, armies and planets you have and want to use.

EPIC III: THE KINGS' GAME

Epic III: The Kings' Game sounds a bit like a medieval version of *Eclipse*. It's an open-ended game, where players try to build and hold on to empires.

Players have a wide variety of different troop types to choose from, including magical and undead; there are also mystic items and artifacts of great sorcerous power which can be obtained and used.

Start-up: £5 for the rulebook and two free turns, plus a copy of the campaign newsletter. No information on normal turn costs.

WORLD WAR II

World War II, run by Historical Engineering out in Cambridgeshire, is a bit of an oddity. Unlike most games, you don't have full command of your forces.

You're probably going to be playing a middle echelon commander (admiral, field marshal, general), and you'll have to try to achieve objectives set for you by the powers that be. What happens in the rest of the world, or in the adjacent theatre of war, can have an important effect on your activities: you may be denied the resources you feel you need for victory, because they have been diverted elsewhere, for example.

On the other hand, you could be a political leader — Churchill, Roosevelt even perhaps Hitler (though I would hope not too many people would volunteer for that) — who has to juggle the resources he has available to him, while constantly being bombarded with demands for more by his subordinates.

Each turn, players get maps with the positions of *their* units, and those enemy forces they can see or have detected by other means, marked on. They can then give their troops orders by drawing arrows showing lines of advance on their maps, and giving written instructions as to what they should do if they meet the enemy. This one is not for the faint hearted or those new to PBM gaming, I suspect. It sounds like it's going to take a lot of time and thought.

Start-up: No information available on costs, as the game has not been launched yet. Write to Historical Engineering for more details.

CONTACT BOX

Harrow Postal Games
161 Butler Road, Harrow,
Middx, HA1 4DX.

Rhann Postal Games
PO Box 12, Sarisbury Green,
Southampton, SO3 6YL.

Vengeance Games
6 Rose Farm Fold, Altofts,
Normanton, West Yorkshire.

Historical Engineering
The Stable, The Temple,
Temple End, Great Wilbraham,
Cambridge, CB1 5JF.

Small Furry Creatures Press
c/o 42 Wynndale Road,
South Woodford,
London, E18 1DX.

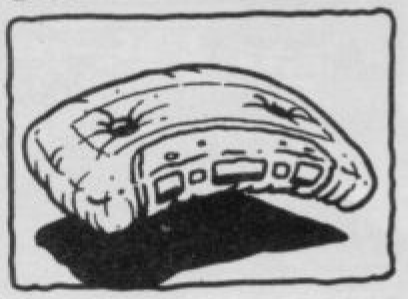
Sloth Enterprises
Freepost, PO Box 82,
Southampton, Hants, SO9 7FG.

ILLUSTRATION: NICK GRANT



TAITO
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RASTAN
GAME OF THE MONTH
C+VG
"This is entirely consistent with the original coin-op. It offers a welcome change in background graphics. You will need all of the combat skills that you have mastered in previous levels if you are to win."
C+VG
"Superb use of BRIGHTs with detailed drawings of all the large characters. Rastan contains some of the best enemy sprites I've seen for ages. Rastan is a great game for all you closet mad axe-wielders out there. Anyone remotely interested in the barbarian course and those new to the sport have nothing to lose."
Crash
A CRASH Smash
...the
Warrior King
The latest hit coin-op from Taito.
Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he weilds as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead.
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Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

SOFTWARE



■ Lots of new games to swop including *Platoon, Tetris, Rastan, IK +, Thundercats, Dan Dare II, Gryzor.* Send your list for mine. Avi Gadesh, 8 Hyarden Street, 52333 Ramat Gan, Israel.
■ I have over 1,400 games to swop. Send your list for mine. All letters answered. Write to Margo Moilanen, Pitkansillankatu 31 B 44, 67100 Kokkola, Finland.
■ Do you require a specialised piece of software? If you do, I am a very experienced machine code programmer, and I will program for you for a small fee. Lee Westlake, 11 Claverton Close, Gwaun Miskin, Beddar, South Wales CF38 2SB.
■ I have over 500 games to swop with you. Send your list for mine. Reply guaranteed. Write to Neil Wood, 11 Sycamore Close, Uttoxeter, ST14 7NN.
■ Latest titles to swop like *Out Run, Yogi Bear* and *Basket Master.* Send your list for mine. Brent Stone, 404 Leagrave High Street, Luton LU4 0NF.
■ Games to swop! F. Bernardi, 23 Rue W. Churchill, 94190 Villeneuve St. Georges, France.
■ Wanted *GAC* or *PAW.* Will swop for *Armagedon Man, Enduro Racer, Deactivator.* Also other games to swop. Hurry, I need it now! (The software stoopid!). D. McCumiskey, 16 Martindale Close, Richmond, Whitehaven CA28 8SL.
■ Do you want to swop games with me? If you do, then send a list to Andrew Friday, 56 Holtdale Avenue, Leeds LS16 7SG. Originals only.
■ Got *Sidewize, Freddy Hardest, Arkanoid, Leaderboard, Bobsleigh.* Want *Wonderboy, Metrocross, Super Sprint, Karnov* or other good games. Phone (021) 704 4977 after 4pm. Ask for Anthony.
■ This ad is for Dutch people! Want to get rid of unwanted games? Send you game with 2.50 guilders postage to SSSH and you get another game back. Groeneweg 11, 2761 DD Zevenhuizen, Holland.
■ Swop *Game Over, Wizball, The Tube, Combat Lynx, Road Runner, Indiana Jones, Leader Board* and *Tournament* for multiface 128 and instructions. Write to Leslie Parker, 45 Willaston Road, Sheldon, Birmingham B33 0PX.
■ Wanted, *Wheelie.* Swop for any two from *Rambo, Twister, Equinox, Nightshade, Zoids, Orbix, Run For Gold.* Originals only. Vince Corney, 1 St. Helier Avenue, Morden SM4 6HY.
■ I will swop *Tai Pan, Computer Hits 5* for *Hacker* and *Minder.* If interested please phone Rich (021) 770 2545 thanks.
■ 48K games, will swop *Chiller* and *Night Flight* for *Game Set And Match.* Write or phone to Cartha O'Donnell, 9 Wesley Street, Derry N. Ireland. Phone (0504) 261481.
■ Over 1800 games and utilities. Send now for list. All letters answered. Write to Jaime Cibils, 2790 ap 1. Montevideo, Uruguay, South America.
■ I've got *Firefly, Garfield, 720°, Platoon* to swop and more. I want *30 Game Maker, GAC, Turbo Esprit* and *Thantos.* Write to Andrew, 50 Morris Croft, Castle Bromwich, Birmingham B36 9JN.
■ Desperately wanted by disabled pensioner. Any software, but must be cheap 16/48K Spectrum. Please help. Write to Mr. Lindsell, 13 Benville House, Dorset Road, South Lambeth Estate, London SW8 1BB.
■ Brilliant software! Including *Elite, Dark Sceptre, Batman, Taucet I, Soccer Supremo, The Force, Lineker's Soccer* and fifty more . . . For exchange. Write to Dave Shaw, 25 Redwood Avenue, Royston, Barnsley S71 4JP.
■ Hi there *YS* readers! I've got lots of games to swop, drop us a line! Joao Tiago Miranda, Joao de Barros, 93 4 A, 2725 Mem Martins, Portugal.
■ Want digital sound sampler. Swop for recent original games. Write to Vitor, Rua Julio Dinis, Lote 17, Belsol, 2840 Foros de Amora, Portugal.
■ Dutch 128K owner, wants to swop software with other Spectrum users, (preferably Dutch). Your list for mine, write to, M. Jurriens, Gruterstraat 1, 6981 KB Doesburg, Holland.
■ Lots of games to swop incl. *Combat School, Out Run.* Also swop POKEs and tips. A total of over 500 games. Contact Steven Grimsley, 10 South Erton, Willesborough, Ashford TN24 0EZ.
■ Anybody out there want *Predator* or *Run For Gold* or *Sports Hero?* I want *Gary Lineker's Football, Football Director* or any other offers. Please phone Steven on (0902) 761150. Please hurry!!
■ If you want to swop new games like *Predator, Gryzor, Platoon, Bravestarr,* then write to Vagos Develegas, 17 Kountouritov Str., Holargos, GR 15562 Greece.
■ Look here! I'll give you the *Gold Collection II, Moley Christmas Mission Jupiter, Wolfan, Saracen* and *Spell Bound* for *Star Glider.* Write to John Lee, 16 Polmeere Road, Penzance, Cornwall TR18 3PD.
■ Wanted *Driller.* Will swop for new release *Not A Penny More, Not A Penny Less* (game and book). Phone (01) 897 8863 after 4pm, ask for Bradley.
■ You've got recent games, so have I. Want to swop them? Write to Luis Rodrigues, Rua Sacadura Cabral, Lote 23/4 Amdar A, 2765 Estoril, Portugal.
■ Want to swop games? I have over 650 games. Tons of new titles like *Gunboat, Rastan, Ikari Warriors, Crazy Cars.* Write to Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 1-a, 2765 Estoril, Portugal.
■ Wanted: *Wonder Boy* for *Gryzor.* Phone (01) 733 9859 ask for Che.
■ I've got 400 old games, know everything about BASIC and need new software desperately. Eldad Petreanu, 33 Akiva Str., 43261 Raanana, Israel.
■ Wanted, 128K games. Swop for 3 weeks, then swop back!! Have *Batman, Avenger, NE Story, Artist II, Art 128.* Phone (0502) 712719 Matthew Leggett.
■ I've *Matchday Two, Out Run* and *Thing Bounces Back.* I would like *Solomons Key, Freddy Hardest* or *Road Runner.* Interested? Phone Steven on (0787) 71247 after 4.15pm.
■ Wanted: *Sorcerer Lord* for any two of *Gryzor, Cobra, Gauntlet, Winter Games, Salator II.* Michael Beech, 1 Aquithie Court, Kemnay, AB5 9GH.
■ Swop *Auf Wiedersehen Monty* for *Football Director, Ghosts 'n' Goblins* and *Gauntlet* for *Andy Capp, Alien 8* and *Scooby Doo* for *Lord Of The Rings.* Contact Gerald Rodger, 44 Glenapp Place, Pennyburn, Kilwinning, KA13 6TE.



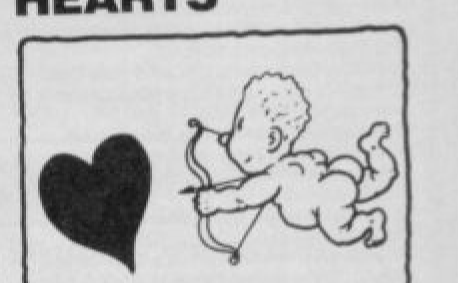
Bang on those shades pronto. 'Cos here are the brightest two pages in *YS,* where turbodrives twinkle, Speccies sparkle and games galore gleam in the Aladdin's cave that is *Input/Output!*

HARDWARE



■ 48K Speccy, multiface 1, Kempston 3 joystick port with ROM slot, interface, 2 drives, 8 blank cartridges plus 12 original games for £100 ono. Or VTX 711 or C2 101. Phone Alderton 585, ask for David after 6pm.
■ For sale, Datel electronics Kempston interface, worth £10. A bargain at £5. Write to, L. Martin, 10 Vionville Rise, King's Road, Dundonald, Belfast BT5 7SF.
■ Spectrum+2, colour TV, mouse with interface, 3 joysticks, books magazines and over £360 worth of software, altogether worth £735. Sell for £395. Contact Adam on (04747) 2431 after 4.30pm.
■ 48K Spectrum DK Tronics keyboard, wafadrive, tape recorder, original games, magazines, will sell for £80 ono. Write to Mark Cox, 32 Killin Road, Darlington DL1 3PD. Wafas included.
■ Spectrum 48K+, 12 months old, boxed, excellent condition. Also well over £200 of software, over 100 games, data recorder, 2 joysticks and interfaces. Well worth it, only £120 ono. Phone (051) 480 1543.
■ Spectrum+2 with Cheetah 125+joystick, plus over £100 games. Worth £250, sell for £120. May swop for Atari ST. Phone Steve after 4pm on (04484) 4239.
■ 48K Spectrum with Saga 1 keyboard, plus 2 microdrives, interface 1, Specdrum, printer 2 j-s interfaces, 2 light pens, speech synthesiser plus 2, £150 software. Want £200 ono. Phone Ian (0705) 588620.
■ 128K+2 for sale with joystick interface, over £250 worth of games, and mags. Will sell for £180 ono. Phone Carl Mort (0792) 299960 or write to 5 The Mead, Dunvant, Swansea, SA2 7SA.
■ Spectrum +3, data recorder, multiface 3, saves tapes to disk, disks, tapes, mags etc. £200. No offers. Phone Lloyd (0376) 41937.
■ Yamaha electric keyboard, brand new, still boxed, worth £120. Will swop for Spectrum 128K+2. Phone (01) 778 7927, ask for Jason after 6.30pm.
■ ZX Spectrum 128K, leads, boxed, tape recorder, manuals. £200 of software. Value £370. Sell for £140 ono. Phone (0436) 4157, after 6pm. Ask for Derek. Great value!
■ Will swop micro drive and interface one for *Fire Fox, Donky Kong, Space Invaders* and *Pinball Ball,* battery operated games. Phone Matt between 7 and 8pm at (0903) 884083.
■ ZX Spectrum 48K with wafadrive and hundreds of games incl. *World Class Leaderboard* and *Elite.* £100 ono. Wafadrive sold separately for £30. Contact Graham, phone Peterborough (0780) 782494.
■ 48K Speccy (duff) with Sega keyboard, no PSU or recorder, will swop for ZX printer or W.H.Y. Phone Alan Huddersfield 655720.
■ Spectrum 48K, joystick, Kempston interface, books, games and mags. The lot for £60. All in VGC. Boxed. Phone Maldon 54820.
■ 48K Spectrum, mouse, wafadrive, joysticks, multiface 1, data recorder and £400 of software worth £600, sell for £350. Contact Edward, phone (0733) 69841 or write to 12 Rowan Avenue, Dogsthorpe, Peterborough.
■ Spectrum 128+3 multiface 3, Kempston mouse with Artist 2, Specdrum, tape recorder and joystick. £400 of games, plus disks. All for £320. Phone Chris on Dartford 845468.

LONELY HEARTS



■ 13 year old male desperately needs a 12 to 14 year old attractive female. If you are interested and live in the south east then please write, incl. photo, to, Richard Williams, Mill Cottage, Stickford, Boston, PE22 8EJ.
■ 13 year old boy seeks a 12 to 14 year old attractive girl. If you live in the Lincolnshire area, please write with photo to, Jonathan Catling, Woodbrook Farm, West Pen Lane, Stickford, Lincolnshire.
■ Lonely male aged 14, dares any girl same age to send their photo and a friendly letter to, Matthew Burrows, 7 West Drive, Wharton, Winsford, CW7 3AW.
■ 20 year old male seeks good looking girl 16 to 21, photo if possible. Mr. Jeremy Conway Haynes, 606 Middle Road, Ravenhill, Swansea, SA5 5DL.
■ 14 year old boy seeks 13-16 year old girl for friendship or relationship. Good looks not essential. Send photo. Interests computers and sport, all letters answered. Simon Roberts, 27 Cromwell Road, Manchester M30 5AB.
■ Wanted 10-12 year old good looking female penpal. Please send photo and write to Lee, 7 Pembroke Place, Voreda Park, Penrith Cumbria CA11 9HQ.

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YS31

INPUT·OUTPUT

WANTED



■ Wanted: *Thundercats* 48K, swop for *Game Over* and *Aliens* or *Jack The Nipper II*. Hurry please, phone (061) 723 4556 after 6pm. Ask for John.

■ Wanted: *Gryzor, Rastan, Gauntlet 1* or *2*. Will swop one for one, *Game Over, Renegade* or *Ace Of Aces*. Phone (0305) 826617 ask for Ben.

■ Wanted *PAW* and a non working but repairable VIDI ZX. Will swop for latest games. Write to S. Aswat, 20 Thornby Road, London E5.

■ Wanted urgently: sprint tape recorder and 128K key pad. Send offer to C. Idstein, Wilhelm Leuschner Strasse 67, 6507 Ingelheim, W. Germany. Also latest games to swop (Opus). Guaranteed reply.

■ Printer wanted. Cash waiting for my Spectrum 48K. Interface needed also, contact/write to Roy, 8 Cremore Avenue, Birmingham B8 3LE.

■ Wanted: Snapshot II in good working order. Offers around £10. Phone Lee (0602) 78850 anytime between 4pm and 7pm.

■ Wanted, *Last Ninja, Pac Land, Fire Fly, Cybernoid, Predator* and *Thundercats*. Will swop for *Gauntlet, Cal Games ATF, Lineker's Soccer, Infiltrator, Gun Runner* and *Amazon Women*. Phone Robert (01) 449 7114.

■ Wanted: disk drive and interface. Will swop for 10 full price games incl. *Cybernoid, S. Hang On, Crazy Cars*. Also wanted, Multiface 1. Contact Paul Oliver, 28 Exeter Close, Ashington, NE63 9RZ or phone 819701.

■ Wanted, a Speccy 48K for a price or swop for hard/software. Phone (08353) 518 or write to Andy, Carnessie, Ancrum, Jedburgh TD8 6XA.

■ Wanted: *Basket Master, 720°, Rolling Thunder* for *My Andy Capp, Super Soccer* and *Tai Pan*. One for one. Originals only. Write to Sam, 16 Chevington Way, Hornchurch, RM12 6RN.

■ Help! *YS Elite* hacking leaflet, Oct 86 needed urgently. Please reply. Phone (0656) 861784 or write to Alan Evans, 8 Pentwyn Road, Pencoed, CF35 6SB.

■ Wanted: Saga 1 (2 or 3) Spectrum keyboard. Contact Steve Gale, 20 Highgrove Avenue, Chilwell, Nottingham NG9 4DN.

■ Wanted: Supercode III and full instructions manual. Will swop 7 programs including *Renegade, Freddy Hardest, Trantor, Artist II*, and *Saboteur II*. Write to, H. Kok, Biesbosch 249, 8023 VG Zwolle, Holland.

■ Wanted desperately, CRL's *Formula One*. Will pay up to £5 for it. Phone after 5pm on a weekday, Highcliffe 5596.

■ Wanted: microdrive carts, will pay cash. Also wanted, any back-up prog/int. Chris Gordon, 74a Ashby Road East, Bretby, Burton On Trent, DE15 0PT.

■ Wanted urgently, *Flying Shark* and *Super Hang On*. I will swop *Zynaps, 720°* and *Guantlet II* for them. Originals only. Write to C. Stewart, 7 Blenkinsop Street, Wallsend, Tyne and Wear, NE28 8LJ.

■ *Professional Adventure Writer* for two of *Combat School, Out Run, Predator, Scruples, Bobsleigh, Death Wish 3* and others. Phone (0934) 813282 after 6pm. Ask for Neil.

■ Wanted *Euro Racer*. Will swop for *Break Thru, Subterranean Stryker, Milk Race, Speed King 2*. Must be originals. Phone (0278) 683213 and ask for Mike.

■ Wanted: Videoface digitizer. Will give *GAC, Starglider, Out Run, TT Racer, Salamander* and *Killed Until Dead*. Write to, Steven Bird, 2 Shawsfold, Stonebreaks, Springhead, Oldham OL4 4DA.

■ Software wanted. Will swop software for Warhamer RPG thins. Please write to POG, 14 Beckington, Brompton Road, Weston Super Mare BS24 9BT.

■ Lots of games to swop, including the latest titles. Send your list for mine. Please write to Jason Morrison, 151 Princess Way, Portadown, Co. Armagh, BT63 5EL.

■ Programmers in MC wanted for design team. No rubbish. Send demo listing to Karl Bunyan, Sunnyfield Cottage, Station Road, Langworth, LN3 5BD. Not totally serious.

■ Wanted, any Microprose games including *Acro Jet* and *Silent Service*. Will swop for 20+ games such as *Mercenary, Sidewize*. Write to Gary Brighton, 111 Studlands Park, Newmarket, CB8 7AP.

■ Wanted, anyone with *GAC* or *PAW* interested in setting up an adventure software lable. Write to Scott Howe, 192 High Street, Harlington UB3 5DP.

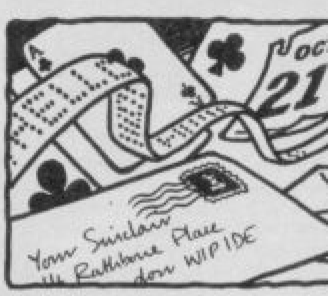
■ Wanted, a printer and paper. Will pay £30 or swop for lots of games like *Out Run, Star Wars, Platoon, Ikari Warriors*. Write to David Kelly, 131 Tivoli Road, Hounslow TW4 6AS.

■ *Rampage, Bedlam, Karnov* and *Flying Shark*, swop *Cholo, Platoon, Out Run, GAC* and more! Phone (0789) 764039 or write to Andy, 15 Fields Oak Drive, Alcester, Warks. Guaranteed reply.

■ Wanted badly, Commodore 64 tape player. Will swop for Speccy games or Interface 1, or will buy for £12. Phone 827303 Belper, ask for Paul. Thanks.

■ Wanted, lightpen with interface and software. Will pay £4 plus *NeverEnding Story*. Phone (0241) 53819 ask for Craig.

MESSAGES AND EVENTS



■ Do you need any POKEs, maps, hints and tips etc? All at very low prices. Send an sae for a list to John Cockburn, Beeston, 30 Cross Heath Grove, Leeds LS11 8UQ.

■ Anybody into Bruce, Cathie and UFOs? Then write to Brian Hancock at 5 Castle Hill House, Castle Hill, Launceston, Cornwall PL15 8HQ.

■ Big cash prizes in the Mega Quiz. For details and entry form send large sae to James Hughes, 14 Ayton Close, Stocksfield, Northumberland, NE43 7ES.

■ Spectrum Unemployed User group. Bi-monthly tape magazine. News reviews, discounts! SUUG does it for free! For more info send to SUUG, 1 Blechfield House, Mt. Vernon, Thurso, Caithness, KW14 8QW.

■ *PAW* problems solved. Any problems writing adventures, contact us. Send details of problem or phone (052285) 652 and ask for Jonathan after 5pm or weekends. Cost, £1. Payable when solved.

■ Can you help me get screen dumps using a Ramprint interface and Siekosha GP500A? Write to, Mark Corcoran, 3 King Edward Court 12 Southbrae Drive, Jordanhill, Glasgow G13 1PX.

■ Hundreds of POKEs for sale in two volumes. Send for details to B. Swinscoe, 37 Broomfield Drive, Hooe, Plymouth PL9 9PG. Please send sae.

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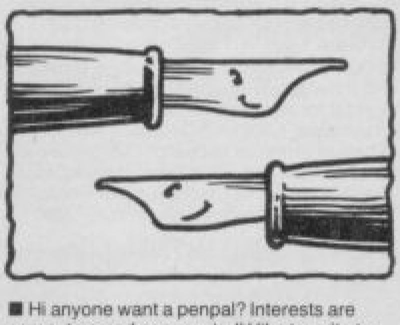
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■ Hi anyone want a penpal? Interests are computers and pop music. I'd like to write to anywhere in the world. All letters answered. Adele Toon, 1A Yeadon Road, Gorton, Manchester M18 7WN.

■ I am looking for a female penfriend aged 11/13. Interests are computers and sport. Please send letter if interested to, Neil Green, 27 Oakdale Court, Dawnend, Bristol BS16 6DZ.

■ Hi, my name is Spencer and I'm looking for good looking male penpal in London. PS I own a Porshe. Replies to 1 Lynton Avenue, Ealing, London W13.

■ Hi, I am a 17 year old, slightly eccentric male who is looking for another sentient being to communicate with, male/female. All answers will be lettered. Jonathan, 28 Prospect Place, Welwyn, AL6 9EN.

■ Girl, 10, wants girl penpal similar age. Interests computers and horse riding. Please write to, Claire Watson, Watering Farm, Ipswich Road, Needham Market, IP6 8EJ.

■ I would like male penpals from all over the world, most letters will be answered. I'm 13. Please send photo, thanks. Tracey King 123 Green Lane, West Rickheath, Norwich, NR13 6PH.

■ 18 year old female +3 owner would like to hear from anyone, anywhere, aged 17+. Would appreciate photo. Intetrests, Queen, Clint Eastwood, Mad Max films, Miami Dolphins, interested? Write to, Jo Marriott, 10 Eastern Road, Sutton Coldfield, B73 5NU.

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■ I am 13 and seek penpals all over the world to talk about games, computers, POKEs, music, comics etc. Write to, Rajesh B. Dansingani, 31 Aihaji Rabadu Road, Ikoyi, Lagos, Nigeria.

■ Wanted, male/female penpal to swop POKEs, tips and hints. I have POKEs for new and old games. No sae needed. James Muir, 1200 Turnberry Drive, Shortlees, Kilmarnock, KA1 4NG.

■ I am 18 and would like a female penpal. Interests are computers and music. Please enclose photo if poss. All letters will be answered. Paulo Henrique, Ruad do Bonjardim 683, 4000 Porto, Portugal.

■ Wanted, soccer fans for swopping programs, games and more. Write to Rene Berg, Zijlsingel 97, 2315 KH Leiden, Holland.

■ 15 year old boy with good haircut and good taste in music, seeks penpals, any sex. Write to, Ian Graham, 318, Auchinairn Road, Bishopbriggs, Glasgow G64 1JJ.

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■ Fun loving 18 year old male seeks female. Spectrum owners approved, 18 to 20 for silly conversation by post. Contact Alex 61 Nelson Road, St. Johns, WR2 5BL. Bye Bye!

FANZINES



■ *Database*, the top Spectrum magazine. £1 post free. 24 Eric Close, Forest Gate, London E7 0AY.

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■ Free gift with every order of *Good Question*, the fanzine on tape for £1. For order form send to: M.J.R. 47 Cookridge Drive, Leeds, LS16 7HP.

■ Wanted! Somebody who's capable of designing top quality drawings for use on the front cover of my fanzine. Send original *Renegade* drawing as application. 4 Friars Avenue, Shenfield, Brentwood, CM15 8HY.

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■ *Shark* quarterly magazine tape. Includes reviews, games, problems and much more. Send a sae for details or £1 for issue one to David Pulling, 3 Beacon Road, Standish, Wigan WN6 0SB.

■ A great new fanzine is about to hit the roads so I require old or new maps, POKEs, and tips for the Spectrum. D. Holmes, 149 Sutton Road, Shrewsbury, SY2 6RA.

■ *Wipe Out*, a brilliant new fanzine featuring games, swopshop and lots more. For info: *Wipe Out*, 8 The Drive, Tonbridge, TN9 2LP or phone (0732) 357228 and ask for Robert.

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ANSWERS

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There are seven differences between the two pics. You only found how many? Go on, have another look.

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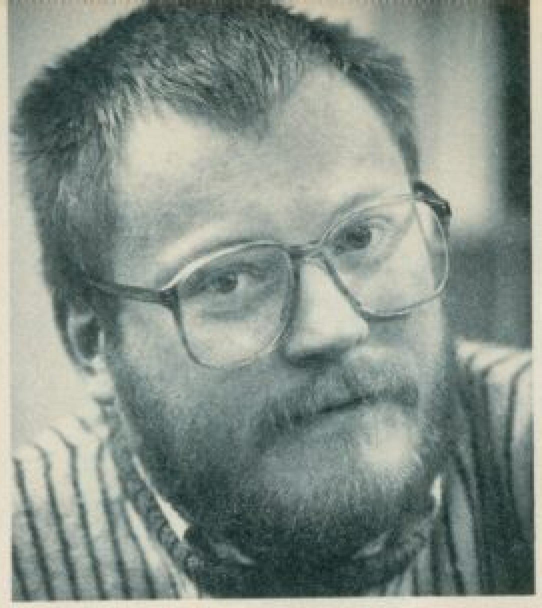
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Recognise this man? Neither do we, though he reckons he's one of the biggest journalists in the business and also happens to have the dubious accolade of being an ex-editor of a not so well known games publication. Meet *Graeme Kidd.*

Only Kidding

There's no such thing as a free lunch. Someone has to pay, and from now on it's going to be *YS*. Every month Graeme Kidd will be selecting a personality to take to lunch, nipping off for a long meal and charging it up as 'expenses'. *(However did Snouty miss an opportunity like this? T'zer)*

As the Barcardi ('lots of Coke, no ice'), was set down before Tony Rainbird, he told me that he had decided to give up kart racing. After 12 years tearing around kart tracks at 70mph (and getting quite good at it), he turned a kart over last year. "Breaking your collarbone at 34 is not sensible," he explains. So now he spends weekends tuning his younger brother's kart. It's a finicky business, getting the most out of a 100cc kart... karts don't have gears, you see, so sprocket ratios and tyre pressures are critical, before you start looking at the engine or frame. It's clear Tony enjoys competition, and competes to win.

"Breaking your collarbone at 34 is not sensible!"

But down to business. If we were going to thoroughly enjoy the peppered fillet steak that is the speciality of The Granary — a fine restaurant by a river in Sawbridgeworth, Essex — then the serious talking had to start, and start soon... One question would reveal a lot about this man and set the tone for the lunch.

"So how come you used your own name when you set up a new label for Telecomsoft? Was it the ultimate ego-trip, making sure your name would appear on hundreds of thousands of boxes?" (We were either going to get on, or this lunch was about to become a disaster.)

You can't phase Tony Rainbird with a direct question. All you get is an honest answer, delivered with good humour. "I had a fixation about blue boxes, had decided to have the logo in ice and wanted to use 'Bluebird' as the name. We couldn't register it, and my name — the bird bit, anyway — tied in with the Firebird/Bluebird idea... and Rainbird wasn't registered."

We were going to get on. It was time to start the meal. The steak was... but you're not interested in that. Nor was I after a while: the conversation was far more absorbing than the excellent food. Tony has a fund of interesting tales to tell. Like how the 48K Spectrum that got him into home computing in the first place was bought a bit sneakily, on a Boots in-store credit deal, "because my wife wouldn't hear of spending such a large sum on a useless toy." That was during 1983 and within a few years Tony Rainbird had played a major role in setting up British Telecom's Firebird software operation.

So why a Spectrum? "I wanted the thing through interest. The manual, the old orange one, was the best thing about the 48K Spectrum. I piddled around in Basic for a while

ILLUSTRATION: JOHN ERASMUS



and then got Melbourne House's Machine Code for Absolute Beginners." And absolute beginner he was, to the world of computing at least. Working nights as a supervisor in a cold store Tony wrote code in quiet moments — writing it on paper and then scurrying home to type it into the computer. Soon a couple of programs took shape...

Before long, the night-shift programmer's work bore fruit in the form of a utility, and two games — *Race Ace* and *Run Baby Run*. Tony set up Micro Gold, a back-bedroom operation, to sell his programs. "They weren't rip-offs, they weren't diabolical and I was selling them for £2.75 which in the days before budget games wasn't bad value." (Trainspotters can decide for themselves — the Firebird compilation *Don't Buy This* features *Race Ace*, a game with, erm, idiosyncratic controls...)

Realising that about 100 other one-man, back-bedroom operations were out there writing and trying to sell games by mail, Tony took the initiative, and wrote to them all. He offered to publish other people's games, selling direct to retailers. Things got moving, a two-page profile in *Personal Computer World* helped business, and Micro Gold looked set to expand — but not everyone was convinced. "The bank manager turned me down for a £2,000 loan," Tony chuckles. He was receptive when Ed Williams of British Telecom came looking for someone to help start a software publishing operation from scratch.

Tony joined James Leavey at BT, and their task was to put the plans for a software house together *and* get the product out. Launching with a range of 20 budget games, Firebird stayed with budgets for the first eight months or so. Then Elite on the C64 heralded a move into higher price software.

"That was a successful part of Firebird history — it funded expansion which involved the purchase of Beyond and set up an American subsidiary, Firebird Licences Inc," Tony recalls. There's a hint, however, that he didn't quite agree with one move. "The day Beyond was bought by BT I reverted to a quieter position in an administrative post." (At the time rumours circulated that Beyond changed hands for vast sums of money — as time passed, precious little in the way of games came out of it.)

Voluntarily away from the frontline activity of games publishing, Tony started turning ideas into plans. "I've always looked forwards, and I started looking to the new breed of 68000 machines. I thought they'd be ideal for deeper software, more suited to the adult market — utilities, simulations and adventures."

The philosophy behind a new label came together, a label that would concentrate on quality, publishing programs that would stand above the crowd of releases. (At the time, up to 300 games were launched in a single week.) The basic idea was to spend money on programmers and packaging rather than marketing. Due credit was to be given to programming teams, helping to build a relationship between publisher and author.

Licences for *Art Studio* and *Music System* were available within Telecomsoft. Tony had just seen Jeremy San demonstrate "a dot on the screen" which became *Starglider*, and an enthusiastic Anita Sinclair bounced in to show him an English language interpreter in a game called *The Pawn*. A launch portfolio was in place.

Rainbird leapt into being with very little money spent on its launch. Its products got noticed because they were good, not because they were advertised heavily. The rest, as they say is history!

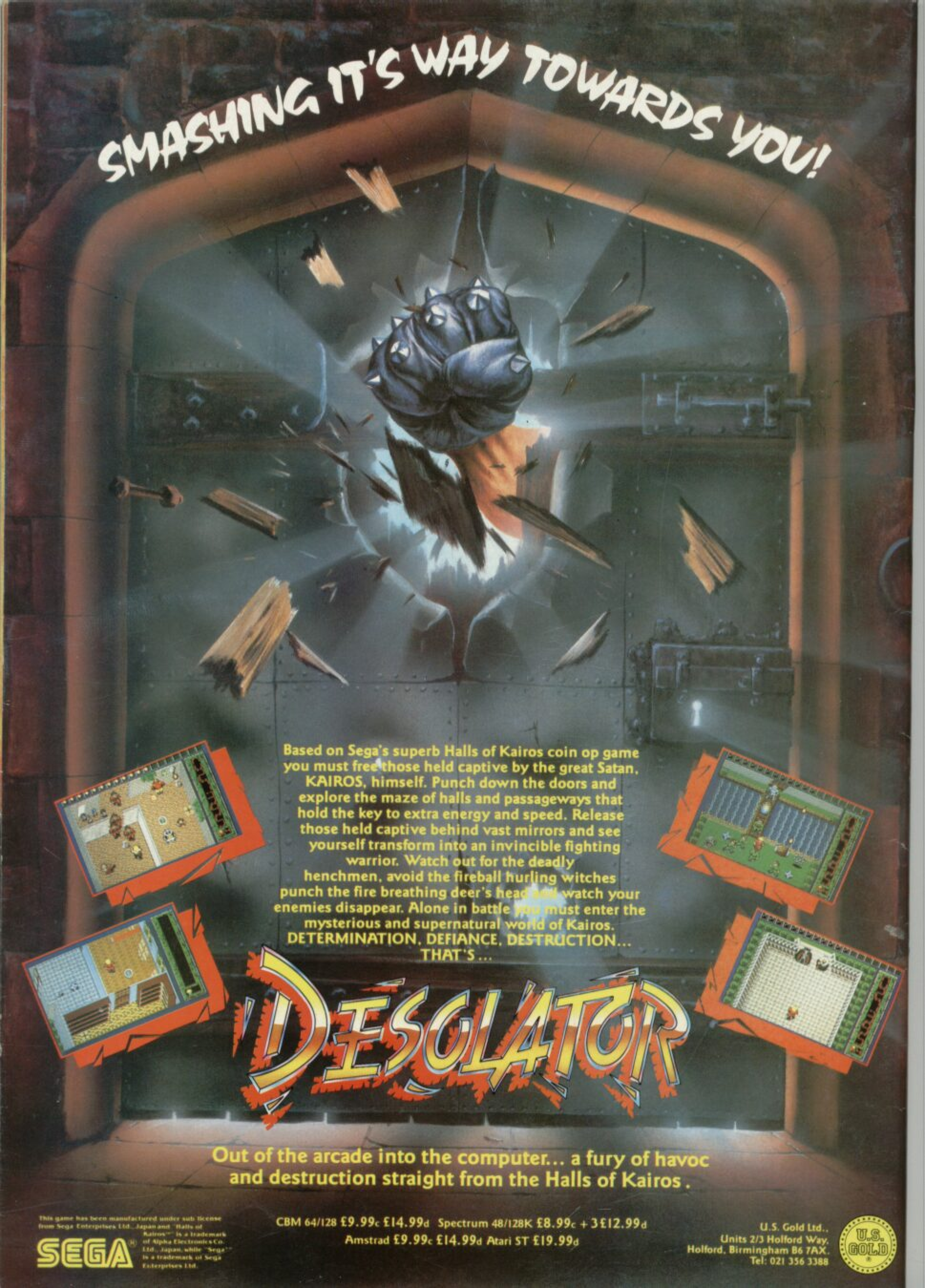
Having set up Rainbird Software and seen it established, he resigned and left BT. Why? "For about 60 different reasons, really, but they added up to a lack of respect for the senior people in the British Telecom heirarchy. BT bureaucracy, to some extent, didn't agree with me. I had recruited a very good team that were well able to take over, so I knew Rainbird wouldn't suffer by my leaving, but it would have suffered if I had remained and continued to react against senior management decisions. So I resigned, worked my notice and left."

"I piddled around in Basic for a while..."

What then? "I retreated. I moved in to Magnetic Scrolls as a management accountant/company secretary and took on consultancy work with other companies. Then I bought a company, and set off on the road again... I've spent eighteen months learning the skills of running a company as opposed to being in the cushion of a large corporation.

"I got really involved in adventures, working in the Magnetic Scrolls offices and felt it was a good thing to start an adventure club as a commercial enterprise. So I'm still going down the software industry road, but I'm not going into publishing."


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